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SEGA GENESIS® GAME SECRETS

Volume 6

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— J.B.

Let's see. My first personal thanks is to Cathy. Other shouts out go to my cousin Siegie (even if he does flake) and my other cousin Bobby (all the late night pizza days). Its good to be back in the Bay Area, even though L.A. was quite an experience. Extra special thanks to Rusel, from back in the Walnut Creek days up until now and for all the coffee breaks. Last but not least Mychelle and Jeronimo, we finally did it!

— T. S.

Mucho thanks goes to my parents for understanding why I can't spend time with them (or anyone else for that matter), when a book gets close to deadline. Also to Tom, Jeronimo , and Rusel for being the coolest people to work with and understanding that I am not psychotic all the time. (Thanks Rusel for all the x-tra coffee breaks.) To all my friends, Kris, Jin, Dean, and especially Rocky for being my best friend.

— M. K.

Thanks to my family and friends, especially Marsha and Max just for being there. And thanks to the DeMaria Studio bunch (including Ocean and Caleb) for finding time to work between coffee breaks.

— RDM

Special thanks to the writers and game players who contributed to this book: Jin Ho Choi, John Jansen, and Andrew Miller. If we missed anyone we will catch you in the next book.

INTRODUCTION

We hope you enjoy *Sega Genesis Game Secrets, Volume 6*. We tried to find the best of the Sega Genesis games and bust them wide open for you. Hey, we figure if you pay good money for a book like this, you should get as much as we can give you. And if you don't need help in some part of some game, that's fine, too. Just look up what you want to know and skip anything else.

So, check it out and do your best. Just remember, not every trick is easy to pull off. Sometimes it takes a lot of practice, or really good timing. Also, sometimes video game companies put out new revisions of their games. They do this pretty quietly, so you won't always know your version is different from the one we based our strategies on. In most cases, this won't change anything, but in the case of secret codes and other tricks, it might.

I'd like to end with a personal statement. It's the same statement I've put in all my books. Video games are often violent in content. That's okay. They're games. But these days, the video game industry is taking a lot of heat, as if it were responsible for the violence happening in our society. I think we all know it isn't as simple as that, but still, keep in mind the difference.

This is your mind. This is your mind on games. Any questions?

Nah. Just kidding. You know the difference. Enjoy the games, and remember what's important:

Respect the Earth.
Respect all Life.

—RDM

CHAPTER 1

Aladdin

by Sega of America

Game Type: Arcade
Difficulty: Hard
Players: 1
Save: Must earn

WHAT'S GOING ON?

Virgin games has combined their talent for designing cool games with the magic of Disney animation to make Aladdin, one of the best games to ever hit the Genesis system. You control the street rat himself, as he adventures through 10 levels that use scenes straight from the movie. Stop Jafar's hideous crusade and save the princess to restore Agrabah to peace. You know the story, now all you have to do is see if you can make it.

GENERAL STRATEGIES:

* Don't rush through the levels. There are a lot of items like 1-Ups scattered on every level, so take your time.

* If your health is full and a Genie Heart appears, wait until you defeat any enemies on the screen before you pick it up. This way if you get injured you can pick up the heart for compensation.

* Remember that Aladdin can scroll the screen up, down, left and right. So if path seems to have ended, check around.

* Each level is filled with apples; don't hesitate to use them for a quick attack.

* The peddler will appear in each level, so collect as many gems as possible.

* Most of the levels have more than one 1-Up. If you're low on lives collect two 1-Ups then run off the screen to re-start the level. Hey look, the 1-Ups are back! Just repeat the pattern to stock up with extra lives.

* When you come to the peddler it's best to purchase wishes first. 1-Ups can be found throughout the levels, it's the continues you need to worry about. If you don't have enough your adventure will be cut short.

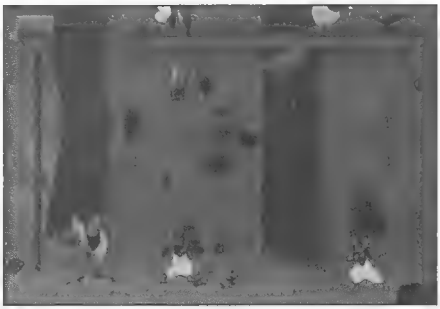
* You have one attack that the manual won't tell you about. It's a slashing swing from left to right. To do it, hold Up on the control pad and hit the Attack button. Pretty cool, huh!

* There's also a kind of Super Bounce you can use to find out-of-reach Power- Ups. Just walk off a ledge that's above a flagpole and press Jump as you're falling. If done correctly you'll bounce to new heights.

These are the items that you will find throughout the game.

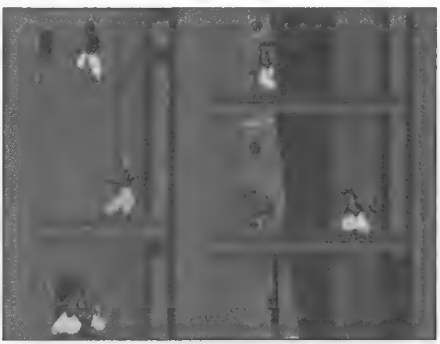
STAGE 1: AGRABAH STREETS

Look out for the hot coals. It is o.k. to run across them, but slow down and you will get burned.

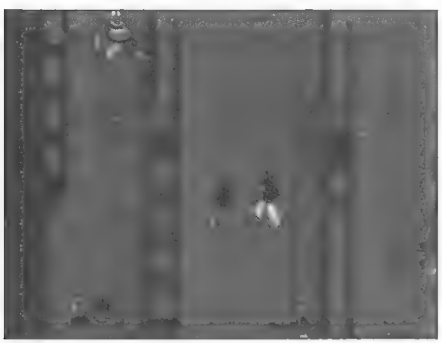


Watch your head! Incoming pottery.

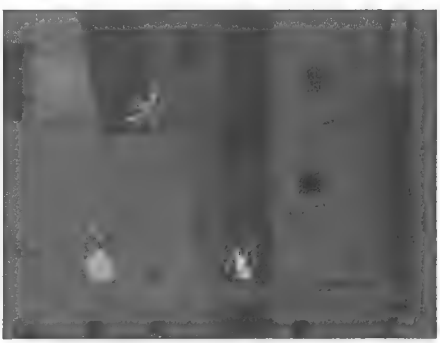
Move slowly, there are a lot of Palace Guards along this street.



Hey, that baskets moving!? Throw an apple to get this basket case.

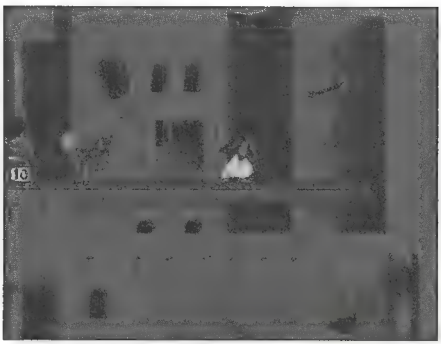


Look at these goodies.



Get the Abu Token for an added Bonus Round.

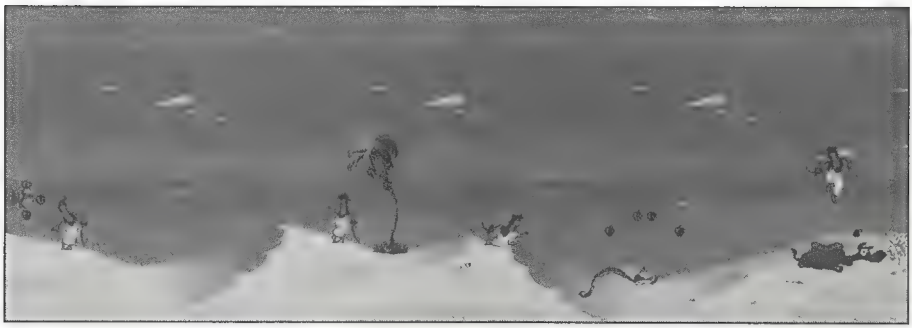
Ah! Check it out, a hidden item room. Super Bounce off the flag pole to get inside.



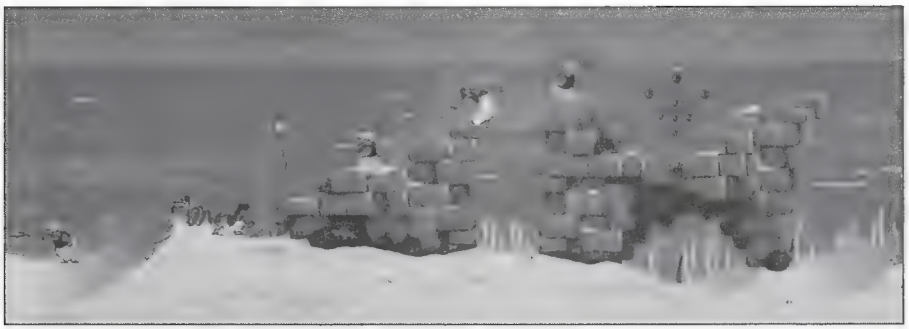
The peddler. Time to pick something up.

There it is, the exit.

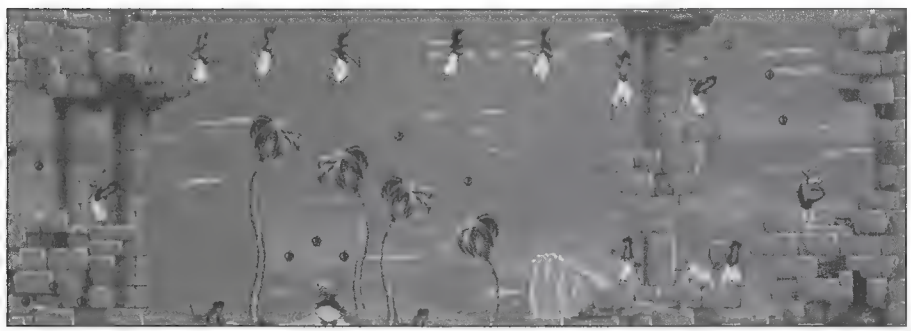
STAGE 2: THE DESERT



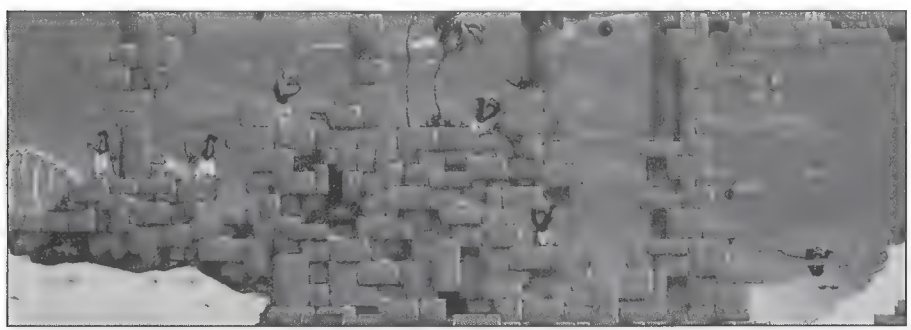
Run to the right and collect a few apples, then head back tot he far let for a 1-UP



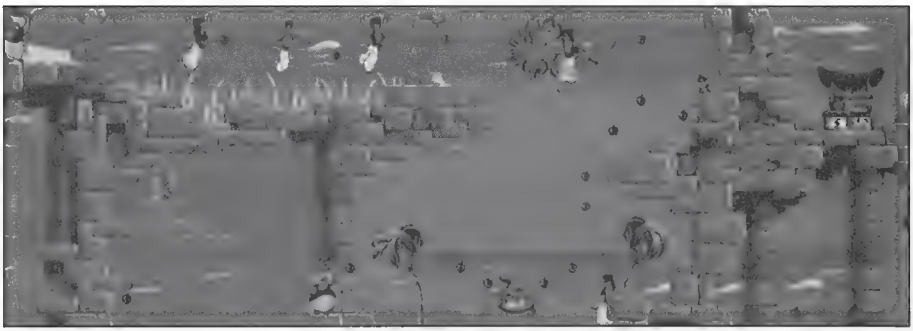
Fall from the left ledge and push to the right. What you know, some more hidden items.



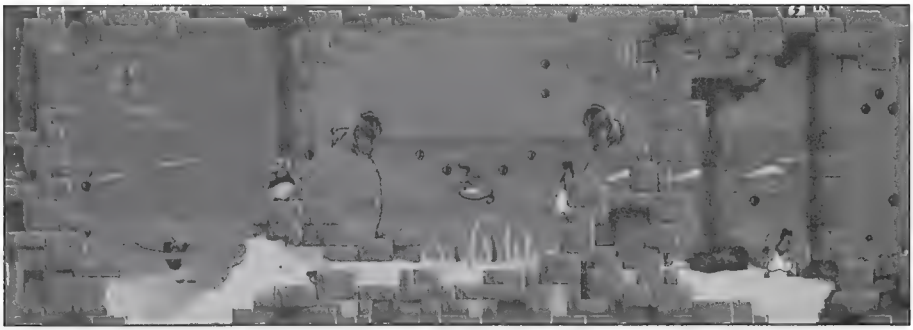
Use the tree tops to reach the vine, then swing across.



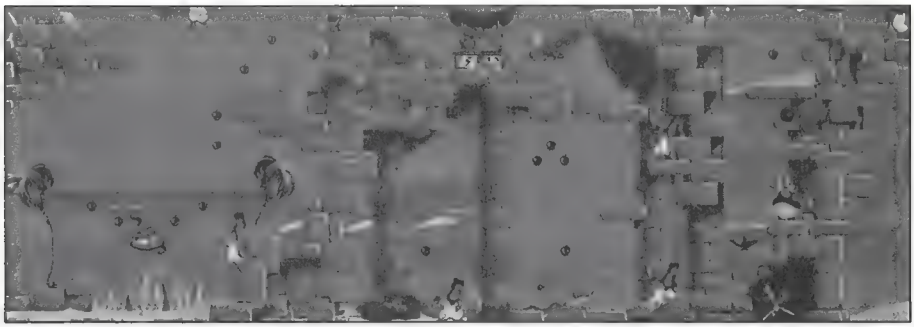
Walk through the stones, jump up and cut back to the left.



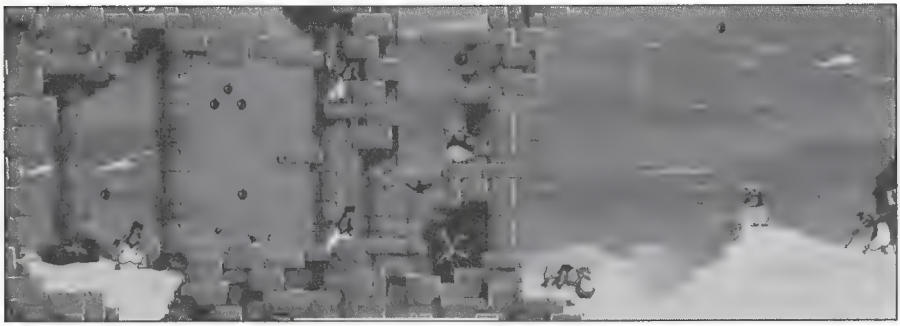
Swing across the spikes, but watch out, Iago is flying close by.



You need to jump up to the Scarab. After you touch it, it'll move, so continue right.

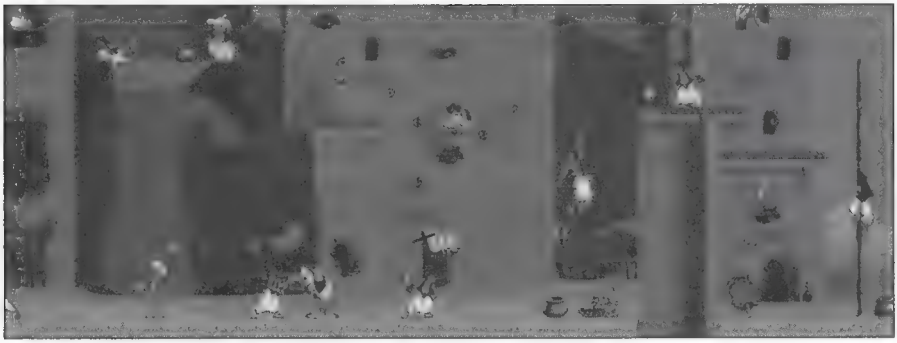


Stand behind the Goofy pilar. If you jump, you'll launch up to the peddler.



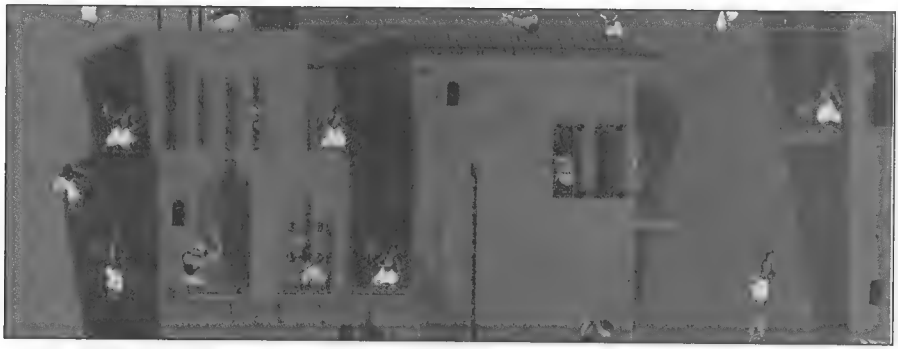
A couple of items are here too! There's the exit!

STAGE 3: AGRABAH ROOFTOPS

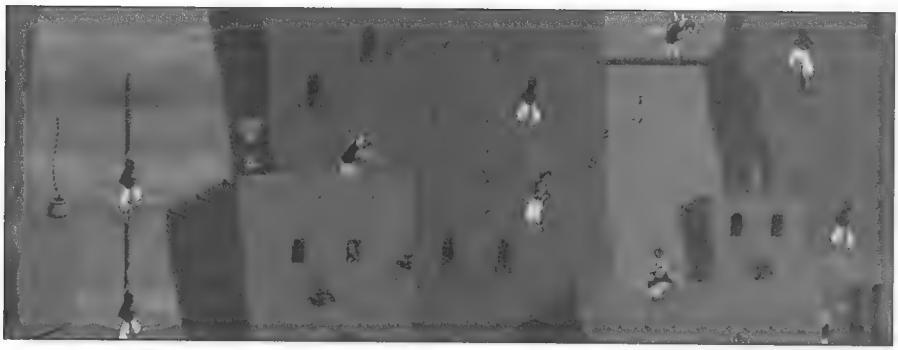


Bounce to the flute on the left ledge.

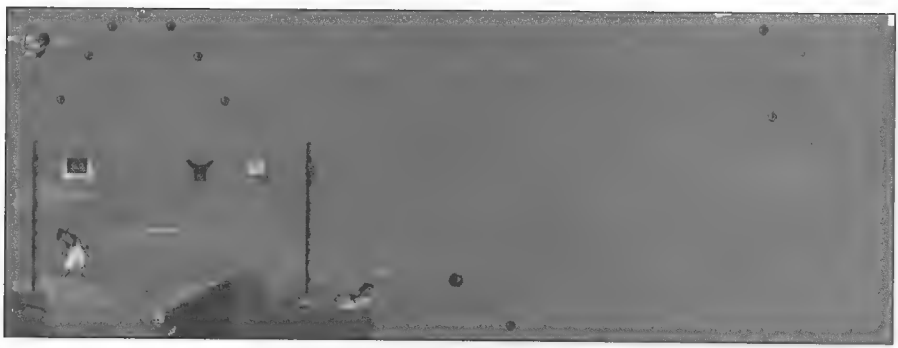
Walk off and Super Bounce to a hidden 1-Up. Take the magic rope to the right. Hit the pot and collect the gem.



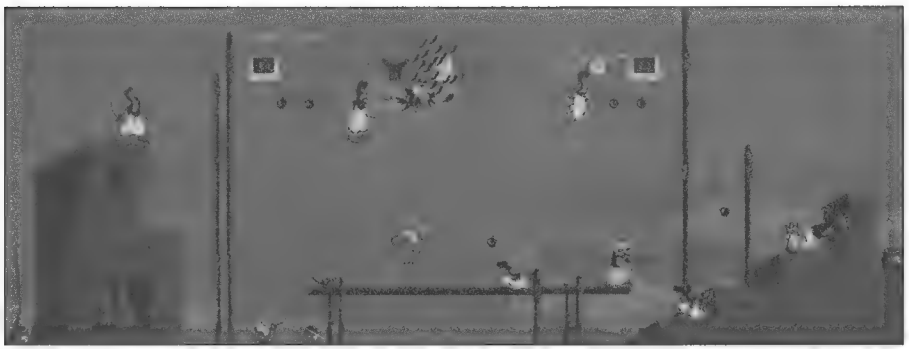
An extra gem! A Genie token! Jump from the right ledge to get it.



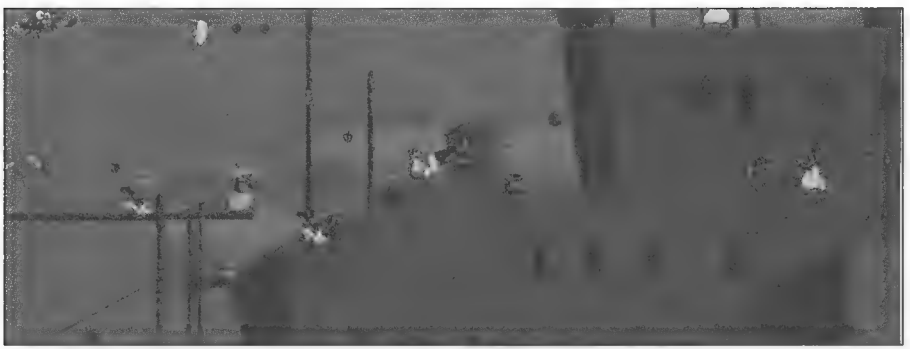
Jump over the wood posts to another post. Now slide down, then bounce back up to the left ledge.



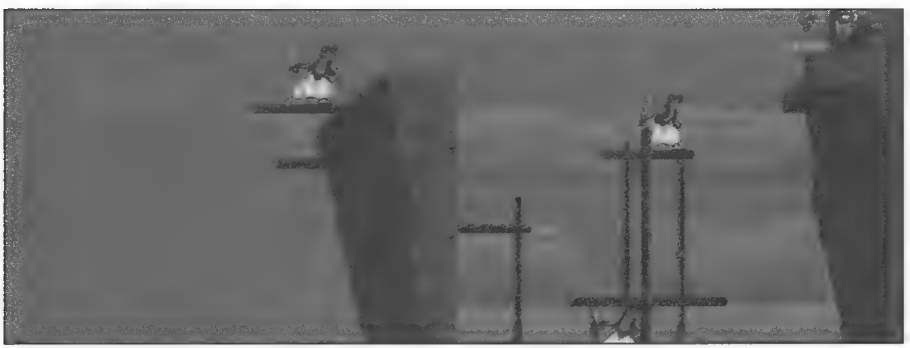
Take another Super Bounce for the out of reach Abu Token.



There's Iago again.



That's him Gazeem! Stand up close and swing non-stop with your sword to get the other half of the Scarab.



I don't know, Razoul and the last area set up reminds me a whole lot of Donkey Kong. Anyways, back to the game. It's simple, stand on the top ledge, jump and throw an apple. When you hit him, he'll row down a barrel. Take it out with your sword, then attack again. There, wasn't that easy!

STAGE 4: SULTAN'S DUNGEON

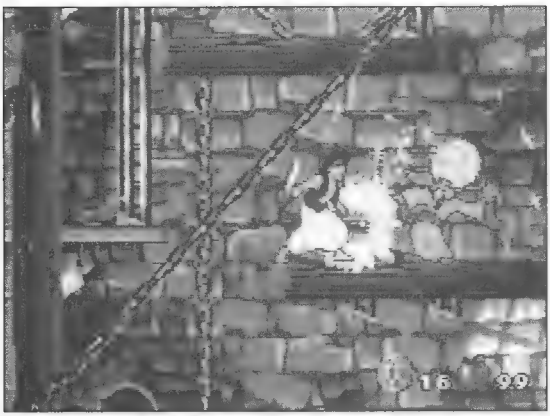
Look out for the spikes.

Time it right, or your in for a headache.

Jump from stone to stone.

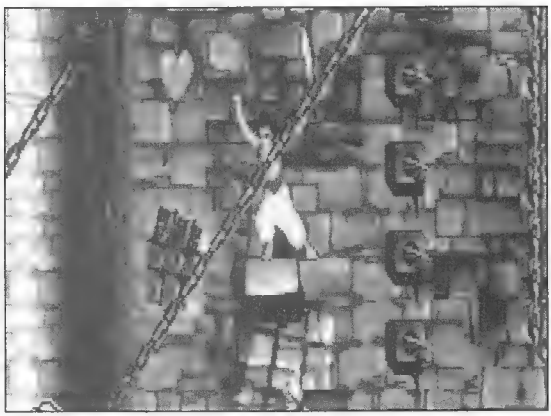
Wait a minute, he looks familiar!

* Pass the set of ball and chain obstacles; drop down and head right, then go back up to the ball and chains for a 1-Up.



This guy's everywhere.

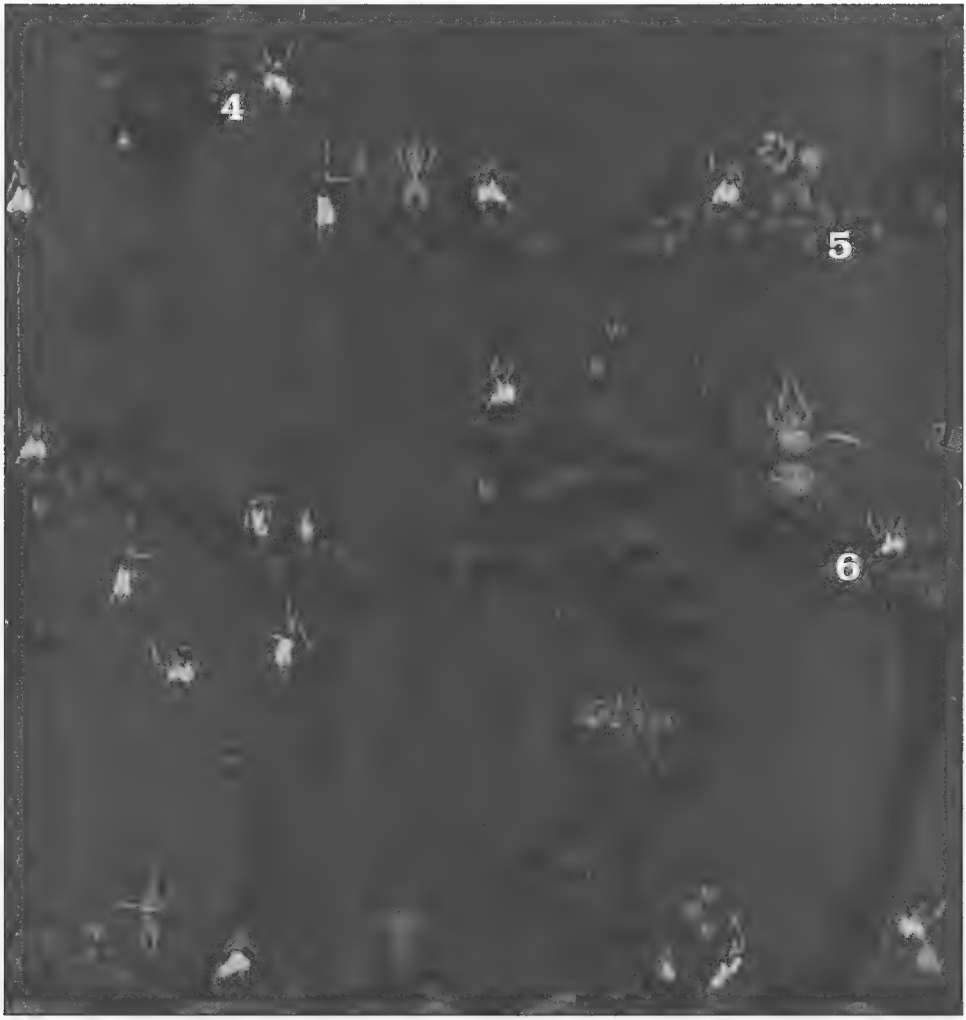
Past the wall of spikes is a Genie Heart - grab it!



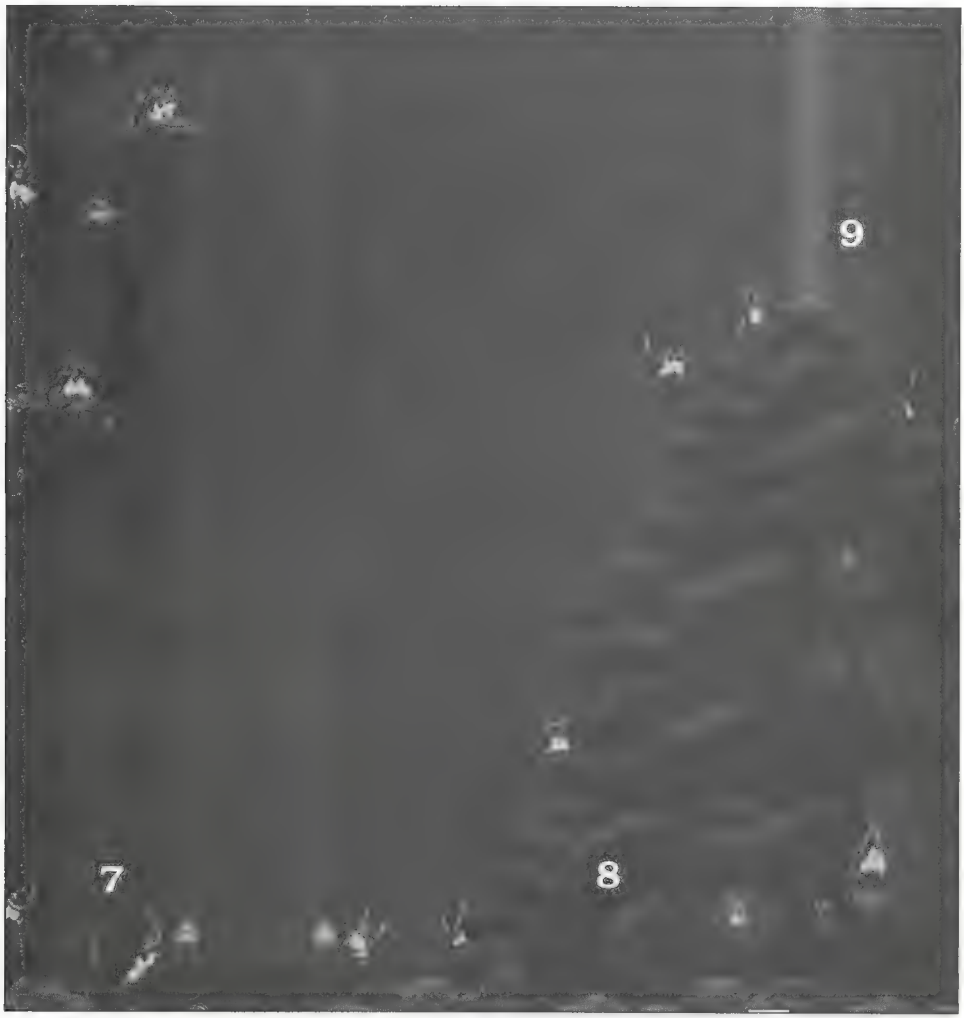
You found it, the exit.

STAGE 5: CAVE OF WONDERS

1. Don't stand on the small floating ledges for long, they will sink.
2. The Shiva Statues can only be destroyed when they are in motion, b ut turn your back and they'll attack you, so watch out.
3. Move carefully through the falling rocks. At the top left is an Abu Token.



4. Throw apples to destroy this Monkey Statue.
5. Time to spend some gems.
6. You've made it to th Shiva Monkey, the lamp must be close. To defeat it, stand on the farthest right ledge and face to the left. Now use thy sword to rid of this cave dweller

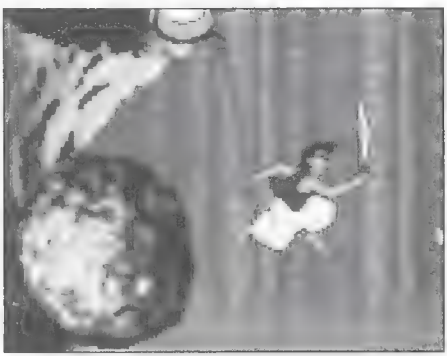


7. Be sure to pass the last milestone. If you don't jump rock to rock perfectly you'll be further back in the level.
8. Fall through a small opening to find more wondrous items.
9. It seems you must really be the Diamond in the Rough. Nice going.

STAGE 6: THE ESCAPE

* Move quickly, boulders are right behind you!
* Take the low path for the 1-Up.
* Stay along the bottom path. Otherwise stone, will drop to your dome.
* Once across the lava, you can take the high road for some extra items.
* Don't fall prey to temptation. If you go for the Hearts, the boulder will squash you. Pass up the Genie Hearts and just take the 1-Up.
* All you have to do is jump!!

Climb the stalactite for extra items.



Although it looks like molten rock, the ledge actually stretches far enough out to let you jump safely to the floating ledge.

STAGE 7: RUG RIDE

* You're given three tries to safely exit the cave, but if you don't make it by your third try you'll just go on to the next stage anyway.
* Follow this path to fly safely through the waves of lava and stay clear of obstacles:

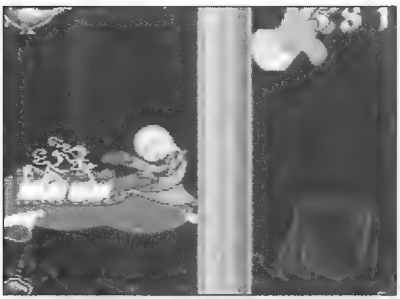
* U=up, D=down

  U, D, D, D, U, D, U or D, U, U or D, D, U, U or D, D, U or D, U, U, D, U, U or D, D, D, U or D, D, U or D, U, D, U, D and finally D.

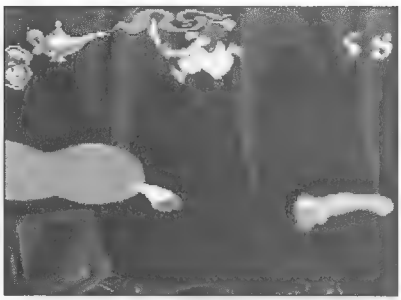
STAGE 8: INSIDE THE LAMP

Check below you! You can sink through the Genie Dust to find more items.

Be quick and jump from balloon to balloon.



Press to the left before being flicked at by the highest Genie Hand. You'll bounce over Column A to the peddler.



Buy what you need, then jump to the left to another floating pillow and a 1-Up.

Before exiting use the Genie Spring to Super Bounce up to a 1-Up.

STAGE 9: SULTAN'S PALACE

Jump from rock to rock and hitch a fantastic ride on the carpet.

Get Iago out of your way then hop back on the magic carpet.

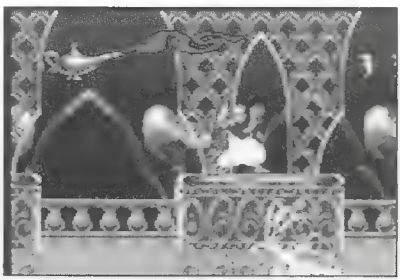
Use the ceiling post to swing above the pillar blocking your way.

Down the hatch!

* Stand on the ledge right behind Iago and unload your apples!

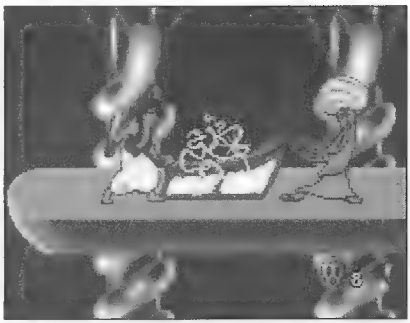
STAGE 10: JAFFAR'S PALACE

* This is undoubtedly the toughest stage to get through. Don't be discouraged if you have trouble, just take your time and you'll do fine.
* You're at Jaffar, right? O.K., pause the game. Now don't worry, he's easier the you think.



The floors are hot.Watch for waves of flames rushing toward you. The best way to avoid getting a hot foot is to keep yourself on the raised ledges with the Shiva Statues.

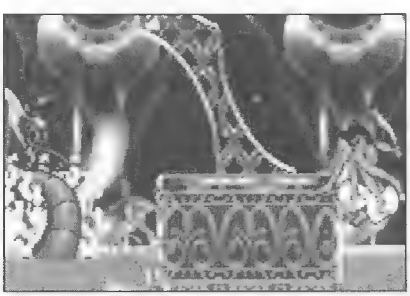
Time your jumps to stay clear from all obstacles.



Last chance to shop!

His first attack is a spell that pulls you toward him. Swing furiously with your sword and you'll bounce away safely.Then throw your apples to weaken him.

When Jaffar turns into a snake things really heat up. The raised ledges will shoot flames when touched, so it's best to stay on the floor.



There's a problem here. Wave after wave of flames are going to engulf the floor. You're going to have to time your jumps over the flames and while in mid-air throw an apple. After about 20 or so hits Jaffar will be banished for good.

You did it! Agrabah is restored to normal, the Genie is free and you won the hand of the Princess. Not bad for a street rat.

CHAPTER

2

Eternal Champions

by Sega of America

Game Type: Fighting
Difficulty: Hard
Players: 1 (or 2 Competition)
Save: Unlimited continues

WHAT'S GOING ON?

Sega, in an attempt to get a piece of the fighting game market, has unleashed a strong contender for fighting addicts. Being only the second 24-Meg. game on the Genesis, Eternal Champions flaunts smooth animation in combination with a unique new style of fighting. This game demands determination, if you lose a match you don't get to continue with the last character you fought.You continue two characters back.

And **IF** you can reach the Eternal Champion, don't dare lose, or it's Game Over man.

NOTE: *The following strategies are for competing against a computer character.*

GENERAL STRATEGIES:

* Although many publications have shown so called *combos* for this game, we've tried and tried again to execute them, only to find they don't work. Remember, a combo is two to four hits that can be performed without being blocked.

* If you're jumping toward a character to attack them and they jump at you to counter, quickly throw a Swing Punch. If you can time it correctly the punch will always hit, knocking 'em back to the floor.

* When knocked down, a throw can counter almost any flying attack the computer might do.

* When the computer taunts you it will usually do it twice in a row. If it taunts you use a projectile move to catch "the computer" off guard.

* A couple of the fighters are able to ricochet projectile moves back toward the opponent. If you can master these characters you'll always have an edge against would-be challengers.

* If you're having trouble on a certain character use the time to your advantage. Make sure to have more energy than the computer, then defend and dodge until the time expires. Instant victory! It's cheap, but they put it there.

* Since each character is especially vulnerable while trying to perform their special attacks, learn counter attacks for each of the characters special moves.

* Don't rely on special moves. Only use them to keep enemies back or to set up for quick attacks. Relying on your special attacks too much will make you vulnerable once you loose your Inner Strength.

THE CONTESTANTS

Here's Part 1 of the fighters' characteristics. They're a bit general, but if you incorporate these strategies with your own fighting style you'll defeat the Eternal Champion and his friends.

Blade

Playing as:

Although Blade lacks in speed, he's fully charged with power. Use his great range along with his power to corner your opponent. His Tracking Blade is one of the best moves in the game. Use it to keep an opponent back and to set up for a fury of attacks. Speaking of fury, if you daze your opponent use Blade's Wild Fury attack to take the most damage possible while they're vulnerable.

Playing against:

Blade is very durable. He'll take a lickin' and come back tickin', so pace yourself. One of Blade's main weaknesses is his excessive jumping. Learn how to counter attack his jumps and you'll bring him to his knees.

R.A.X.

Playing as:

R.A.X. is one of the more powerful characters. With just two close-up Wheel kicks you can take more than 50% of an opponent's life. His Turbine move will get you out of corners, and if you can master it you can switch your opponent into the corner, then drill on him with attacks. When jumping, press the Lunge button to do an arching uppercut. This move can be used offensively and defensively.

Playing Against:

The computer likes to use the Overload move a lot and this is what makes it so easy to defeat. Because the move takes so long to execute you can easily jump it and land a Swing Punch or Wheel Kick. Once R.A.X. runs out of Inner Strength his attacks are more basic; take advantage of this time with flying attacks.

LARCEN

Playing as:

Except for his Equilibrium, Larcen has the most powerful ratings. The diversity of his attacks make him the Guile of Eternal Champions and each of his special attacks takes a good chunk of life from your opponent. His Shoe-Knife Back Flip Kick will wipe out any aerial attacks and keep his opponents on the ground. Larcen is one of the lucky characters who's able to repel a projectile back to its owner. Basically, learn this guy and you're gonna win!

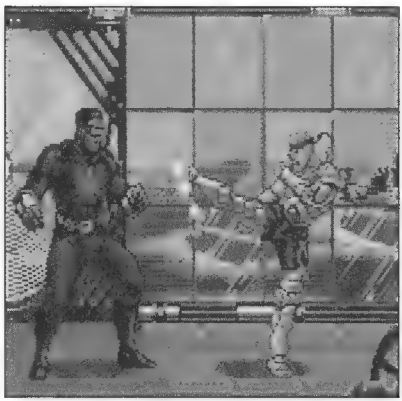
Playing against:

Being the most powerful, Larcen puts up one of the toughest matches in the contest. A good tactic is to drain his Inner Strength and make him stick to basic moves. Be sure not to get too close; it's best to hit and run or you might find yourself on the ground.

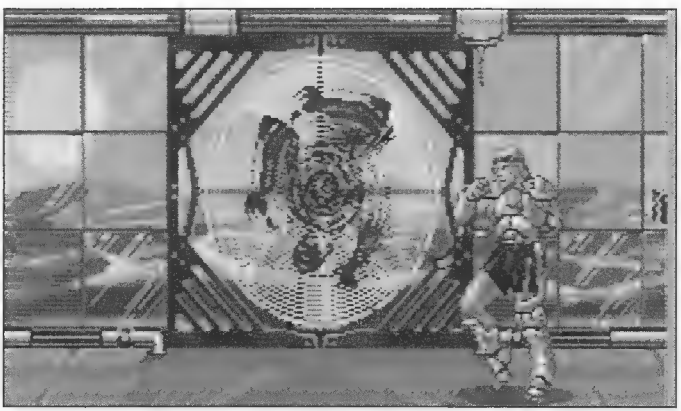
Overkills

Each stage has a secret to it. Learn 'em and you can not only defeat your opponent, but obliterate them. To perform each of these you'll need to have one victory and your opponent needs to have less than 30% life. But wait, that's not all. Most of these Overkills need to be performed near the center of the stage. This means that when you make that final hit your opponent needs to fall toward the center of the stage. Hold on, one last thing. With the exception of the stages for R.A.X., Slash, Shadow, and Midknight you can perform the Overkills from either side of the screen. For these four stages you need to be in more specific positions. These positions are explained below.

Blade's Stage

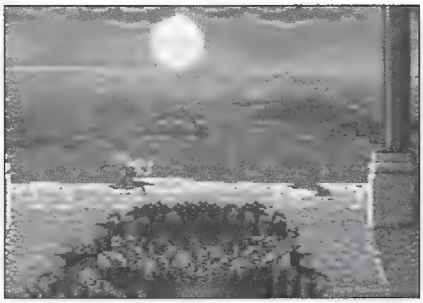


On the floor, in the center of the stage, you'll see the shadow of the fan. Your opponents front foot needs to be on the inside edge of either side of the shadow. Now just deliver the final blow and you'll send 'em spinnin'.



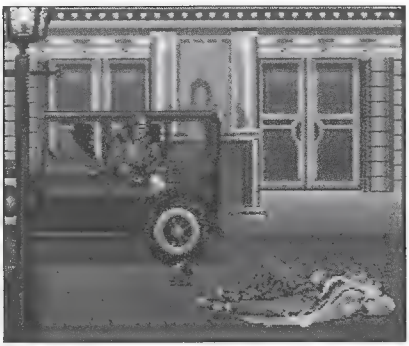
Jetta's Stage

In this stage you'll want to line your opponents head up with one of the inner pillars. Then any hit will send her to an early grave.



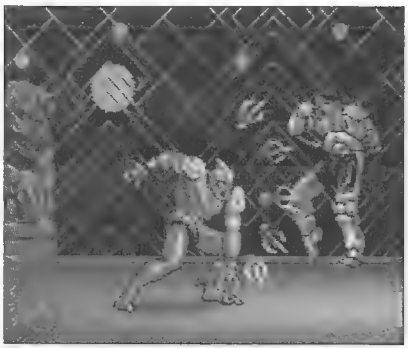
Larcen's Stage

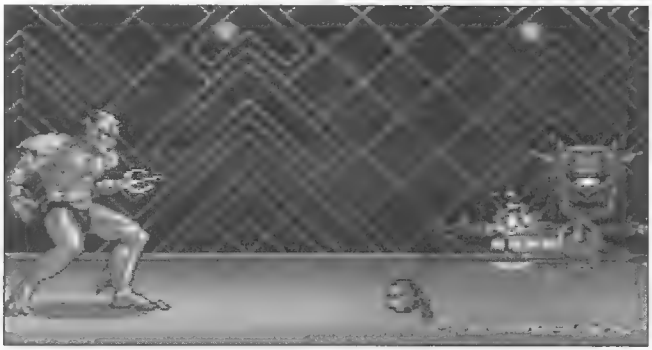
Here you want them to stand in front of the purple tiles lining the outside lobby of the theater. Your last hit is nothing compared to what the guy in the car is going to do to him. Geeess!



R.A.X.'s Stage

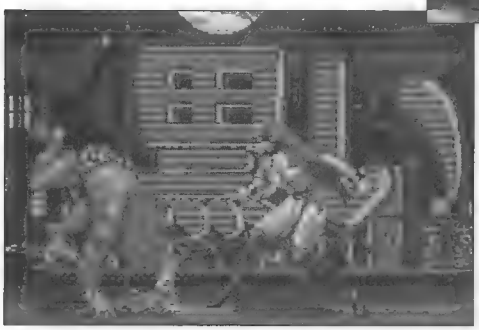
Okay. To execute the Overkill on this stage you need to be on the left of the screen and your opponent needs to be standing under the first small disco light on the left side of the screen. Fires in the hole.





Shadow's Stage

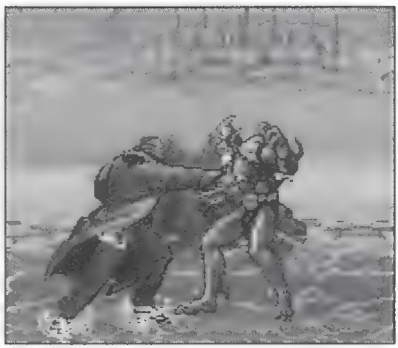
For Shadow's stage just get your opponent between the first and second letters (starting from the left) of the neon sign.



With your last blow you'll definitely make them keep an eye out for you!

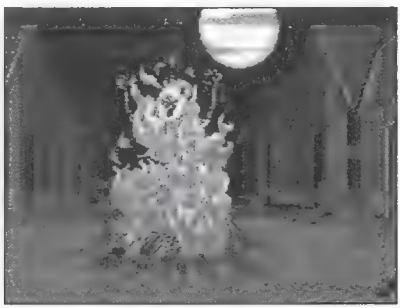
Trident's Stage.

This stage is pretty cool. You'll get to witness feeding time in Atlantis. Just get your opponent lined up on the inside edge of the rock pile and knock him back. Boy, this one's a wild one!

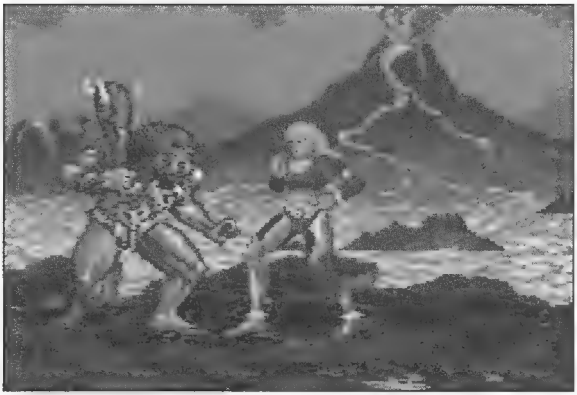


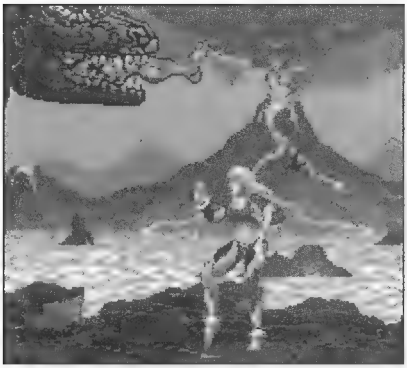
Xavier's Stage.

On Xavier's stage you need to get your opponent to block the opening on the center barn. Then hit 'em and watch them burn to a crisp at the stake. Cool.



Slash's Stage.





This Overkill is one of the more tricky ones to execute. Here you'll need to have your opponent on the left side of the screen. They need to be standing in front of the second crevice on the left side of the stage. Once they're there all you need to do now is hit 'em and they're off to a Jurassic death.

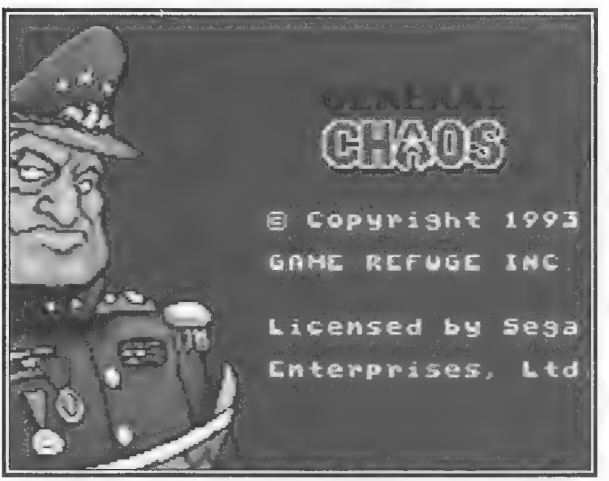
Midknight's Stage.

Here you'll have a big target to line your opponents body up with. It's the second door from the left. Get 'em inside the doorway, then be on the left side and it's bombs away!

CHAPTER 3

General Chaos

by Electronic Arts



Game Type: Action/Strategy
Difficulty: Average
Players: 1-4 competitive/cooperative
Save: None

WHAT'S GOING ON?

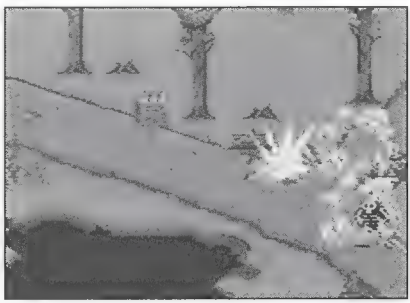
General Chaos and General Havoc weren't always bitter enemies-in fact they were once the best of friends. That is until that ill-fated day when Havoc's pubescent instincts drove him to rip in half, Chaos's much prized Huge, Muscular, Destructive, Heavily-Armed, Frequently-Exploding Combat-Warriors in Battle, comic book.

Neither accepted responsibility for the irreparable damage done to the rare comic book and to this very day a blood thirsty grudge exists between the two military-minded idiots. Thus begins the never ending argument, fueled by a burning need to send the other six feet under. Indeed, revenge is sweet.

DIRTY TRICKS:

Moving in close and fighting hand to hand, or Close Combat as it's called in this game, is a good way to overcome and defeat the enemy. When you're in Close Combat pummeling the enemy's midsection with punches is a sure fire way to win. Also, when the enemy's life bar reaches three dots, start kicking his mid-section. If you constantly pummel the enemy when your energy bar is full, or close to full, the bare-handed enemy will pull out a gun and shoot you once he's been reduced to three dots or less. A punch directed under the belt is an exception to said rules, as the impact of a low blow will force the victim to his knees as he involuntarily clutches his family jewels. Punching the enemy when your life meter is down to two dots or less won't result in lethal retaliation.

Dematerializing the flesh off of a weapon-toting goon is usually easier said than done, but not in this case. Just score a hit on an enemy soldier, then while he's down use your Scorchers, Chuckers, or Blasters to finish the job. Those three soldiers can hit the enemy when they're down. The Gunners and Launchers can only hit standing targets. Although a Launcher can instantly cremate fools that are on their last leg.

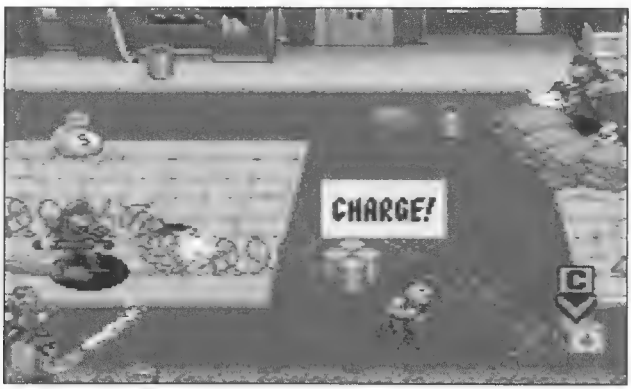


Make sure you take full advantage of the range and impact time of each of the given soldiers. We suggest using soldiers armed with weapons that hit instantly, like the Launchers, Scorchers, and Gunners. The Chuckers and Blasters have trouble hitting moving targets, since there's a delay in time between reaching the intended target and detonation. Still, Chuckers are good at long range attacks, which can compliment the usual Gunner or Scorcher.

Stock up on Medic Bonuses, and save them for real tight situations. Freshly bandaged soldiers in action can make all the difference, allowing you to come back from the edge of death and be victorious. Remember, the maximum amount of Medics you can retain at any one time is nine.

Hit and run tactics mixed with the surround and dust them method work best. Moving around makes you a hard to hit target, while surrounding the enemy will ensure a swift victory.

Plunder is vital due to additional Medics gained at every 10,000; 25,000; and 50,000 points. Of course putting enemy soldiers out of commission should be your first concern. Go for the Plunder when your men have an advantage, or when the booty is about to be picked up by the enemy. But stay sharp because Medic Bonuses replace Plunder on various scenarios. Whenever a Medic Bonus is revealed, be sure to quickly send one of your stoogies over to collect the valuable red cross.



Use the walk-through as a guide to locating scenarios that contain Medic Bonuses. Medic Bonuses are the most prized of all the Plunder. In this game staying healthy is a prime directive.

All obstacles and barriers will ward off rockets shot by the Launcher. Using barriers to shield your men from any other kind of attack is pretty useless, since all the other weapons shoot beyond, above, or over them. The only place to really avoid harm is behind any very large object (meaning anything that resembles a small hill).

Make the enemy fight on your terms. Position your men in locations that will slow down or trip up approaching troops. Then, when are within range of your weaponry, fire away.

A good maneuver is to bait the enemy into a water trap by using a few expendable soldiers. The computer controlled dummies will undoubtedly follow the soldiers to the farthest point away from the shore. Once the fearless computer soldiers enter the water, you can do one of two things: 1. Abandon your faithful men and take everybody out. 2. Ditch the soon to be fish food and go for stable ground and hope that the enemy's intellect resembles their appearance.

Soldiers drenched after a short swim might find their weapons inoperative or disabled. The Joe's that are prone to this hazard are the Scorchers and Gunners. The other soldiers have weapons that are waterproof, making them ideal for tackling the deep blue.

There are two different assortments offered for each of the three, five-man teams. The set of soldiers that appears is determined by your first choice, which will then offer the alternate selection in the following scenario. If the group of soldiers advised in this walk through doesn't match with the teams offered to you. (i.e. we suggest using the Assault Team consisting of a Blaster, Launcher, Gunner, Chucker, and Scorcher, but instead of getting this team you get the Assault Team with the five Gunners) then choose a team that suits the scenario best, using the General Strategies and your own judgment as guide.

1) Scenario: The Moronican Capital!

Use the Demolition Squad.

Immediately send a Gunner over to the Medic Bonus located in the upper right corner. Then send a Launcher to the locked Safe at the bottom left corner. Now blow open the Safe and collect the revealed treasure. The upper left side of the battlefield is a good location to conduct your melee of destruction.

2) Scenario: "Gasoline Valley"

Use Brute Force.

Havoc Special Mission: Stop. Move your Launcher to the stack of crates at the top of the screen close to the Gasoline truck. Then move your Scorcher to the right where he'll find a pile of Gold Dust. After you've acquired all the Plunder, move down to the bottom of the screen drawing fire away from the fuel truck.

3) Scenario: Betonda Bay

Use the Assault Team.

Move a Gunner to the top where he'll pick up some giant ball bearings. Then move a Gunner to the bottom right corner where he'll greedily snatch up a Money Bag. Surround the cluster of enemy soldiers and make them look like Swiss cheese.

4) Scenario: "Breakwind Pass"

Use Brute Force.
Located at the bottom right corner is a stack of Cannon Balls and a crate of Missiles. Have one of your Chuckers jog over and snatch up the goodies. Meanwhile, press the enemy with an onslaught of fire and fragmenting grenades.

5) Scenario: Moronica Lake

Use Brute Force.
Move one Scorcher up to the top of the screen and past the white picket fence so he can scarf up some gold bricks. Then move your second Scorcher to the bottom of the screen. Directly below the dead tree you'll find a Gunpowder Keg a la carte. Next move your men around the sandbags and let the annihilation begin.

6) Scenario: On the "Leery" Canal

Use the Demolition Squad.
Move your Launcher to the piece of land in the canal so he can get another Gunpowder Keg. Then move him to the right where he'll blow up a stack of crates revealing a Medic Bonus. Stay close to the Sandbags and shower the enemy with lead. Have your Chucker drop miniature exploding Easter eggs on any daring swimmers.

7) Scenario: Along the Oalman River

Use Brute Force.
First things first, have the man closest to the medical box run over and pick it up. The river, albeit stream, will slow your men down, but it's not all bad, a log bridge does cross it. Have your men cross over quickly and position them on the southern side of the blue river. From this vantage point you can wait for your opponents foolhardy attempt to swim across the water. When they do, shoot them down as they cross.

After you've annihilated all but one or two of the enemy soldiers, cross over the treacherous waters and pick up the Documents at the top left of the screen. Now finish off the remaining opposition.

8) Scenario: The Blue Eagle Airport

Chaos Special Mission: Defend All Blue Buzzard Aircraft!

Use the Demolition Squad.

You'll find a file of Documents and a crate of ammunition at the top left corner of the screen. Have the man closest run over and grab these items. Then place your men on the lower portion of the screen, away from the target helicopter. The computer controlled soldiers will dog your heels and follow you, leaving your aircraft undamaged. Placing your men around the sandbag barrier is ideal here.

9) Scenario: Checkpoint Chaos

Use Brute Force.

Start off this mission by quickly firing at the enemy. This swift attack will cause the Safe door to break open. Once the Safe is cracked have your Scorcher run to the top of the screen and collect the booty. Then move your other Scorcher to the right and collect the ammunition barrel.

10) Scenario: Near the Bizzarn Ocean

Use Brute Force.
Hurry over to the locked vault located at the top of the screen. It's best if you use the Chucker, since he can blast open the door using his Vorpal hand grenades. Once the door has been blasted, claim the stolen booty.

Now go to the bottom right and look for some Gold Dust. The Gold Dust is easily mistaken for the beach sand, so look carefully. Now that all the Plunder is yours, make for the rocky outcrop on the right side. This is a good location to attack from and offers good protection from enemy launchers.

11) Scenario: "The Timberline Trail"

Chaos Special Objective: Knock out their water supply.

Use the Demolition Squad.
Manipulate your Launchers so you can blast the enemies to smithereens from a distance. Meanwhile, have your Gunners lay down cover fire and use your Chucker as a hit and run operative. To hit and run with the your Chucker, first position him on the stacked Cannon Balls at the top right of the screen. Then move him down to the bottom left corner where you'll find a fat Money Bag. Finally, move your Chucker to the south side of the water tower and have him toss grenades until it collapses.

12) Scenario: "Slimebogg Hollow"

Use the Demolition Squad.

Send the Chucker over to the crate of missiles on the right, then down to the secret Documents. Keep your Launchers on the far left side of the screen, so they can slay the red suited soldiers. Attempt to position your two Gunners toward the right side of the screen behind enemy lines, thereby enabling them to shoot the enemy soldiers in the back.

13) Scenario: An Oasis in the Desert

Use the Assault Team.

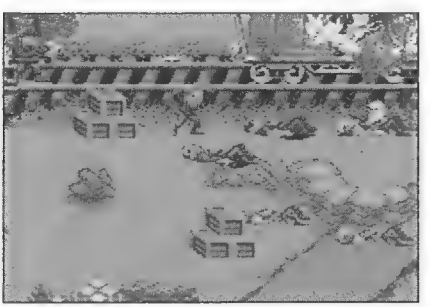
Over yonder on the lower right side of the dessert setting you'll find two Gunpowder Kegs. Move your Chucker to that area and have him boost both barrels. Keep your Blaster and Scorcher up close and personal with enemy troops. This tactic will result in serious damage, and will certainly add tally points to casualties caused.

14) Scenario: Klymevree Mountain

Use Brute Force.

Have the Gunner at the top run over the stones that are set in the river water; they'll lead him to the stacked gold bricks. Use another Gunner at the bottom to run over and fetch the ammo cases in between the mud pool, and the log bridge. Position the remaining three so that they can guard the southern banks of the river.

15) Scenario: The Freight Yards



Special Objective: Stop the train dead in its tracks.

Again, use Brute Force.

Send one Gunner to the stacked crates of ammo at the top and another Gunner to the crates of ammo on the right. Then move your Chucker to the parked train at the top right of the screen and have him destroy it along with its precious cargo.

16) Scenario: Near the Supply Depot!

You guessed it...use Brute Force.
Move your Chucker to the top of the screen and have him drop a grenade on the stack of crates. The explosion will reveal a box of missiles you can call your own. While your men are laying down heavy cover fire, have your Scorcher run over and pick up the Gunpowder Keg. Fully stoked, proceed with the destruction of the Supply Depot.

17) Scenario: The Vicerian Capital

And one more time...Use Brute Force.
Move one Gunner to the Medic Bonus located to the right and past the barbed wire fence. Then move another Gunner up to the top past the barbed wire fence where you'll find a Money Bag. Now attempt to surround and annihilate the enemy.

2ND CAMPAIGN

Not too long after General Chaos's short lived victory, the nefarious General Havoc will easily escape from your confines. General Havoc will then start a deadly counter strike.

1) Scenario: The Moronican Metropolis

Use the Assault Team.
There's a stack of gold bricks at the top right corner and there's a locked Safe toward the middle left side of the screen. Use your Launchers missile to open the door and collect the Gold Dust within. Now avoid a humiliating defeat and imprisonment at the hands of General Havoc, by decimating his loyal troops.

2) Scenario: Road to Gizzard Hill

Chaos Special Objective: A Disabled Tank Needs Protection.

Use Brute Force.

General Chaos's tank is located at the top of the screen, so move your entire brigade to the bottom. And on your way down you can pick up the two crates of missiles that you'll find in the middle of the screen.

3) Scenario: The Gulf Of Moronica

Chaos Special Mission: Don't Let Them Sink The "S.S. Stewball"

Use Brute Force.

The Moronican battleship is harbored at the bottom of the screen. Move all of your soldiers to the top of the screen away from the S.S. Stewball. There you'll find a crate of missiles and a pile of Cannon Balls.

4) Scenario: "Carnage Creek"

Use Brute Force.

Await the enemies approach and then attack them before, and after, they cross the river. As soon as Havoc's diminished troops are nearly wiped out, send two of your men to get the Plunder; one to the top left of the screen where you'll collect some Documents, and one to the lower right corner for the Ammunition Case.

5) Scenario: Dankendamp Forest

Use Brute Force.
Quickly send a Gunner over to the Medic Bonus on the right end of the barbed wire barrier. Stained clothing is a small sacrifice for the Money Bag located past the barbed wire. The metallic thorn hedge is a good place to party. Set your men up on the south side and when the enemy foolishly stumbles over, hit them with everything you've got.

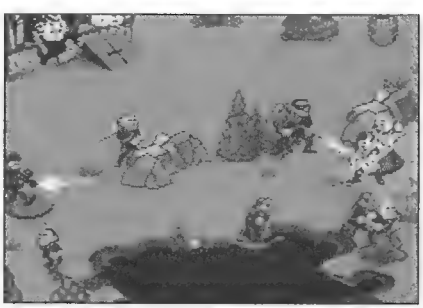
6) Scenario: On the Flood Plains!

Use the Demolition Squad.
Immediately place your men at the river's edge. Then hit the enemy hard as they climb out of the water. Before you claim victory in this small scale battle; use any survivors you have to get the Money Bag at the lower left corner, and the Gunpowder Keg at the upper right corner.

7) Scenario: Reechyer Peak

Use Brute Force.
At the top of the screen, past the barbed wire barrier, is a crate of missiles. And at the bottom, below the pool of water, is a pile of Documents. Use your Gunners to collect the Plunder.

The water is a great place to make a stand, especially if over half your men are deceased. First bait the computer by taking your soldiers for a swim. Stay in the water until your men, or man, is close to his last breath. Now dog paddle like mad for dry land while the enemy views the gold fish that inhabit the pool's murky bottom.



8) Scenario: The "Foolsjump Inn"

Chaos Special Objective: Protect The Inn At Any Cost!

Use Brute Force.
Start this mission off by positioning your men at the lower half of the screen away from the cottage. Send the Scorcher on the far right to the upper right corner, so he can collect a Gunpowder Keg. Move a Chucker to the left side of the pond for some Cannon Balls and then reach out and slay someone with your Launchers long-distance missile attack. It's also possible to draw the computer players into the pond where a drowning or two might occur.

9) Scenario: The Vicerian Border!

Use Brute Force.
At the top left side of the screen is a Gunpowder Keg and a stack of gold bricks. Use your Gunner and Scorcher to retrieve both items. Then proceed to surround the enemy soldiers and efficiently do away with them.

10) Scenario: "Deadman's Curve"

Use Brute Force.
At the bottom middle of the screen you'll discover stacked crates, and a Gunpowder Keg to the right. Now send several of your Gunners over to both items. Your Chucker won't throw grenades at the stacked crates. Instead place him below the crates and as close as possible. When the enemy bombards your Chucker, he can rapidly pick up the Medic Bonus held within.

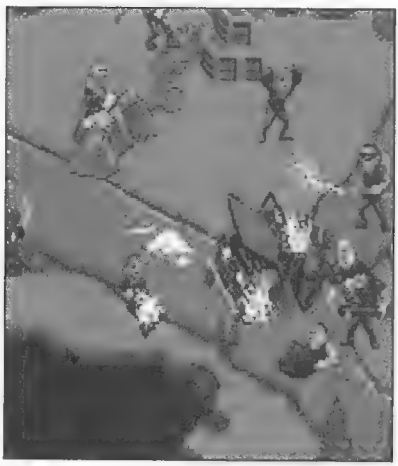
11) Scenario: The Old Logging Camp

Use Brute Force.
Move both of your Chuckers from the bottom of the screen; one to the Gunpowder Keg at the bottom right, and one to the stacked crates at the top of the screen. Next move your Launcher up so he's directly in line with the stacked crates, then have him fire a horizontal shot. The rocket will collide with the three boxes revealing Plunder. A good position for your Chuckers is above, and below, the pile of logs at the center of the screen.

Face to face and up close and personal is the only way you'll be able to barbecue enemy soldiers with your Scorchers. Try shooting Scorcher victims with your Launcher for an instant victory.

12) Scenario: Leech Lake Road

Chaos Special Objective: Put The Jeep Out Of Commission!



Use the Demolition Squad.

Run the Blaster that's at the bottom of the screen to the Gold Dust which is located in the center of the screen, to the left of the disabled jeep. Then move your Launcher down so that the jeep is lined up for a clear shot. Blast the useless jeep into twisted metal to simplify redundancy. Now blow open the stacked boxes located to your Blasters right. Once his shot destroys the boxes, claim the Medic Bonus.

13) Scenario: "Teenaich Wasteland"

Chaos Special Mission: Enemy Vehicle's Must Be Destroyed

Use Brute Force.

Move your Scorcher on the far right over to the stacked gold bricks, which are located on the left of the large rocks at the bottom of the screen. Next, send the Chucker at the top of the rock barricade up to the Ammunition Case located to the left of the red military truck.

Your Launcher is best suited in accomplishing the special mission. All you have to do is place the truck between the Launcher and the enemy, then let the missiles do the rest of the work. Chuckers can also destroy the truck, but their aim is usually directed at enemy soldiers.

14) Scenario: Scumsucking Swamp

Use the Demolition Squad.

This stage is perfect for mass carnage. All you have to do is set your Chuckers and Blasters along the strip of swampland. Then move them to a point that intercepts the on-coming enemy troops. Now drop bombs on the enemy while they hopelessly attempt to confront your violent ensemble of destruction. While the waterlogged enemies lose consciousness from lack of oxygen, send your Launcher to the Money Bag and ammo box located on a patch of land at the top of the screen.

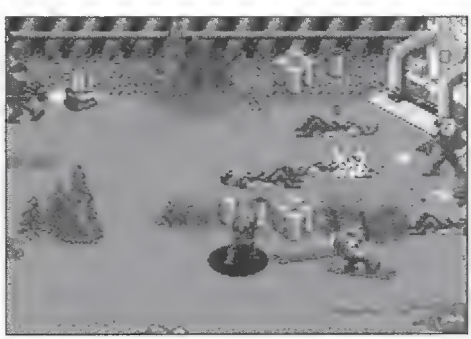
Avoid getting your fatigues drenched by running over the line of stones connecting the miniature island to land.

15) Scenario: Red Wolf Highway

Use Brute Force.

Move the Gunner at the bottom to the right where you'll collect two Gunpowder Kegs. Your Chucker should be placed around the wall of sandbags, where he can toss grenades Safely. There's plenty of open ground on the lower half of the battlefield. Draw the enemy there and pummel them from all sides; they won't know what hit 'em.

16) Scenario: "Smogview Heights"



Chaos Special Objective:
Destroy The Power Plant!

Use the Assault Team.
Move the bottom most Scorcher over to the Medic Bonus at the lower right corner of the screen. Have your other Scorcher rush over to the Documents at the top left, below the railroad tracks. Now use your hard hitters to reduce the power plant to smoldering ruins (the roof, the roof, the roof is on fire).

17) Scenario: Home Of General Havoc!

Use Brute Force.
The enemy will try to hop over the barbed wire fence and swim across the shallow pool. Try is right! You know what to do once the enemy is within range of your artillery. There's a Gunpowder Keg toward the lower right side of the battlefield, and a stack of crates toward the middle, top portion of the screen. You'll need to use a soldier equipped with explosives to get at the crate of missiles held within. Thereafter, wholesale slaughter will be a feature at the swap meet.

3RD CAMPAIGN

For the last time, the cowardly commander of the Red Dog Army will escape execution and stir trouble up on the border. Let's end this charade, shall we? And leave behind nothing but defecated drawers. Hmm, pleasant.

OK, by now we're sure you've got the basics of the game. Play this final campaign the same way you did the first and second. It's that simple, well almost. Unfortunately, the computer will cheat by playing at a higher level of difficulty. But if you play it right, this situation will only give you a slight headache.

Oh yeah, one more thing. AVOID CLOSE COMBAT AT ALL COSTS. In this last campaign the computer will cheat by punching and kicking at a rate faster than any rapid fire button could match.

From here on we'll list the scenarios in order, with listings of Special Objectives, Plunder, and Preferred Choice of enlisted G.I.'s.

1) Scenario: A Moronican Metropolis

Use the Assault Team (five Gunners)

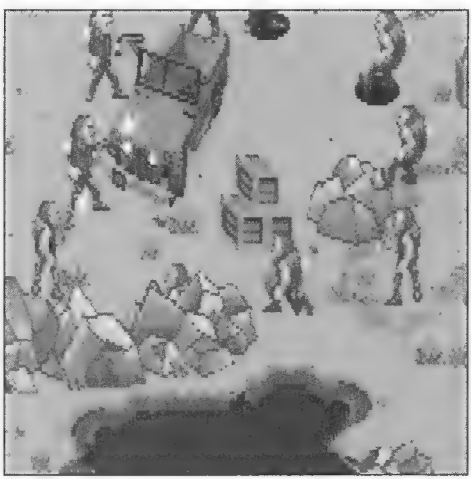
Quickly collect the Medic Bonus sitting in the center of the screen. Documents are in the upper right corner.

2) Scenario: Blue Mountain Railroad

Use Brute Force (Gunner, Chucker, Scorcher)

Close to the center of the screen is a pyramid of cannonballs. Near the upper left corner is a Gunpowder Keg.

3) Scenario: Yet Another Oasis



Havoc Special Objective: Put The Jeep Out Of Commission!

Use The Assault Team (Gunner, Launcher, Scorcher, Blaster, and Chucker)

The Jeep is located near the upper left corner. Move your motley crew over to the lower right side of the screen, away from your jeep. At the very center of the screen are stacked crates. Blast open the wooden boxes and grab the loot. Over in the upper right corner is a crate of missiles.

4) Scenario: "Blizzard Pass"

Use the Demolition Squad (two Launchers, two Gunners, and a Chucker)

There's a Medic Bonus hidden inside the stacked boxes. A short distance to the left is an Ammunition Case.

5) Scenario: "Chaos Industries"

Havoc Special Mission: Destroy The Power Plant!

Use Brute Force (two Scorchers, two Chuckers, and a Launcher)

Position your men away from the Plant located at the upper left corner. There's a Medic Bonus in the middle portion of the screen and over in the lower right corner you'll find some stacked gold bricks.

6) Scenario: A Pond Near The Woods!

Use the Assault Team (Gunner, Launcher, Scorcher, Blaster, and Chucker)

Go to the upper left corner and you'll find a crate of missiles and Documents.

7) Scenario: Frostbite Fjord

Use Brute Force (three Gunners, Chucker, and Scorcher)

Collect a crate of missiles at the lower left corner of the screen, and the stacked Cannon Balls in the upper right corner.

8) Scenario: "Gagwater Pond"

Use Brute Force (two Chuckers, two Scorchers, and a Launcher)

Here you'll see a stack of Cannon Balls in the upper left corner and a Money Bag in the lower right corner.

9) Scenario: "Checkpoint Chaos"

Use Brute Force (three Gunners, a Chucker, and a Scorcher)

There's a crate of missiles at the top of the screen, and Documents at the bottom middle.

10) Scenario: "Skunkbreeze Bayou"

Use the Demolition Squad (two Blasters, two Chuckers, and a Launcher)
There are stacked boxes at the bottom center of the screen, inside you'll find a pyramid of cannonballs. Over in the upper left corner is a Gunpowder Keg.

11) Scenario: The Northeast Passage!

Use Brute Force (two Scorchers, two Chuckers, and a Launcher)
There's a Medic Bonus at the bottom center and a stack of boxes that have a pyramid of cannonballs at the top center of the screen.

12) Scenario: "The Old Farm Road"

Use the Assault Team (five Gunners)
There's a Money Bag in the upper left corner and a Gunpowder Keg in the center of the screen.

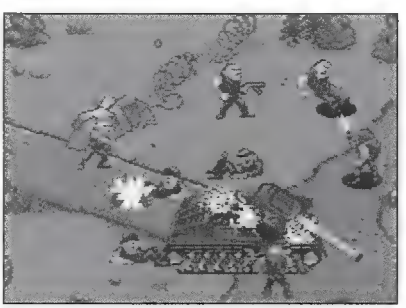
13) Scenario: "Rattlesnake Flats"

Use Brute Force (two Scorchers, two Chuckers, and a Launcher)
There's an Ammunition Case in the upper right corner and a Money Bag in the lower left corner.

14) Scenario: Capital City Highway

Chaos Special Objective: Put The Tank Out Of Commission

Use the Demolition Squad (two Launchers, two Gunners, and a Chucker)
Aim your rockets at the tank located on the lower right side of the screen. There are also two Gunpowder Kegs in the lower left corner.

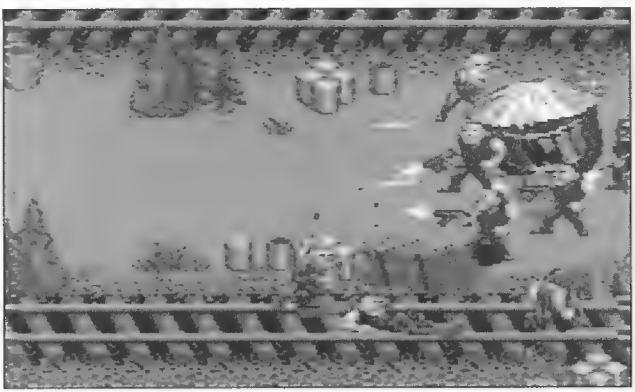


15) Scenario: Central Railroad Hub

Havoc Special Mission: Protect Your Water Supply!

Use the Demolition Squad (two Launchers, two Gunners, and a Launcher)

Havoc's water tower is located in the upper right corner. Have your Launchers knock out its support beams, which will bring down the tower. There's a Gunpowder Keg in the upper left corner and stacked Gold Bars in the lower right corner.



16) Scenario: "Uppalazee River"

Use the Assault Team (Gunner, Scorcher, Blaster, Launcher, and a Chucker)

There's a Safe close to the lower left corner. Inside the Safe is a Money Bag, coincidentally there's another Money Bag in the lower left corner.

17) Scenario: Home Of General Havoc!!!

Use Brute Force (two Scorchers, two Chuckers, and a Launcher)

In the upper middle section of the screen is a locked Safe. Blast open the Safe and collect the Gold Dust. There's also more Gold Dust in the lower right corner.

Congrats! You made it! Now celebrate your well deserved victory in the company of a voluptuous frauline and a keg of brew. How sweet it is.

CHAPTER

4

Gunstar Heroes

by Sega of America

Game Type: Arcade
Difficulty: Hard
Players: 1 or 2 simultaneous
Save: Unlimited continues

WHAT'S GOING ON?

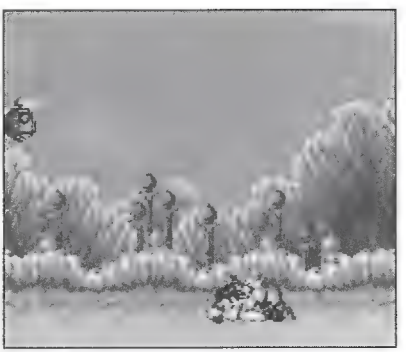
Planet Gunstar 9 is under attack! But why? And what kind of person would attack such a peaceful world? Colonel Red, a worthless military bozo who wants to capture the Mystical Gems, that's who. The Mystical Gem stones are the key to releasing the evil robot Golden Silver, a.k.a., the Destructor. And if that wasn't enough, the Colonel has kidnapped your older brother Green and put him under a weird kind of mind control that's causing him to act very strange. Will you be able to rescue him and save all the inhabitants of Gunstar 9? Pick your weapon and head out!

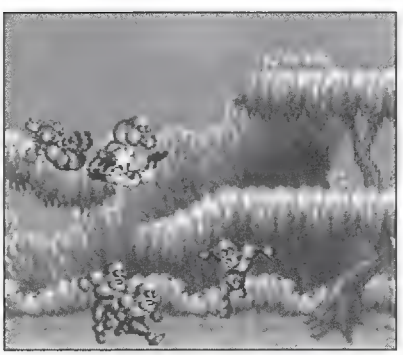
STRATEGY SESSION

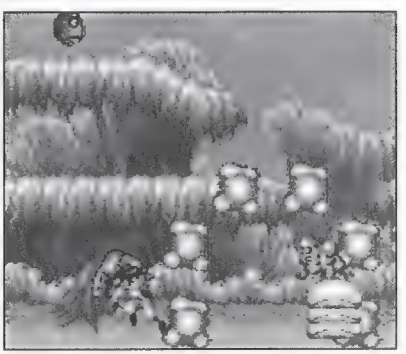
General Strategies

* Two players are better then one. Have a friend help you out in your mission to return the Gems.

* Don't count on your guns to protect you all the time; learn to use your Slide Attack, Jump Attack and Throw, to get out of sticky situations.





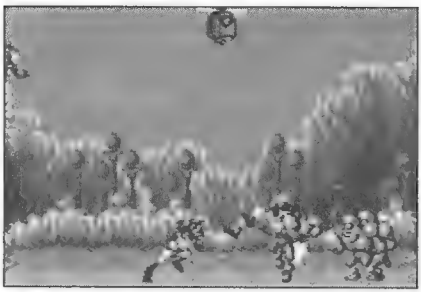


* The Jump Attack is the most powerful. It works best against Bosses.

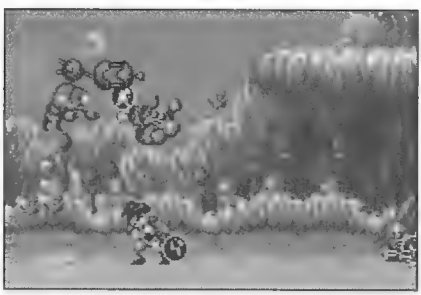
* In a one player game it's best to use the Free Shot then Fixed Shot. On Fixed shot we found it difficult to move around when heavily under fire.

* We had the best results when we used the Star Chaser.

* In a two player game use each other as weapons by throwing each other at the enemy. This also useful when you need to throw a player to high ledge.



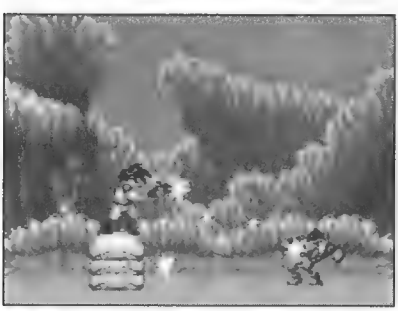
* Jump off the sides of the screen if you need to jump really high. This way you can reach otherwise unreachable places.

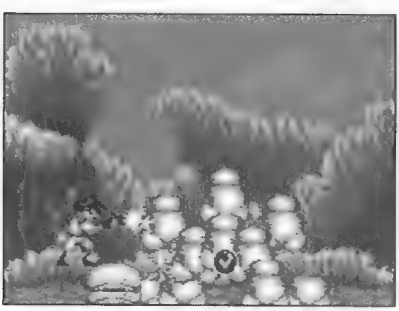


ANCIENT RUINS

This is a peaceful land ruled my the tiny Minions. They live in the trees, so be careful not to blow up any of their homes.

Start by heading right to reach the boss's area. The first enemies you'll see will be beating on the house of a Minion. This guys won't be tough at all. Continue right and you'll see a mechanized bird. Shoot it to retrieve Power-Ups. Jump Attack it you'll get twice as many Power-Ups.

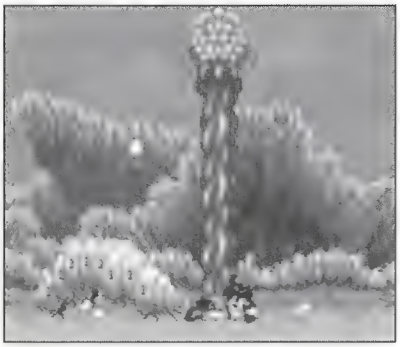




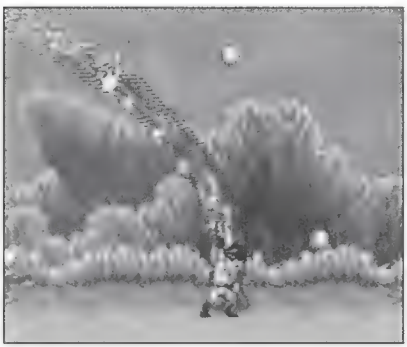
Eventually you'll come across an enemy that's suited up in red armor. He's tough, so it'll take a while to beat him. Stand on the sacks and fire at him. Hit him to knock him back, this way you can keep him at a safe distance. When you finally extinguish this guy he'll leave you a Vitality-Up for you troubles. Just to the right of this enemy is one of the Bosses for this level.

PAPAYA DANCE

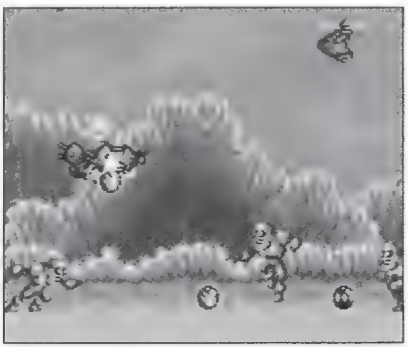
To defeat it shoot at the top of the tree. It has two attacks: Balloon Bomber and Mother Ant.



The Balloon Bomber attack is nothing more then avoiding explosive balloons as they drop from the sky. The Mother Ant is a giant bug that will crawl out from one end of the screen to the other. Watch for the egg that drops out of the tree, you don't want to be close to it when it hatches. Destroy it by sliding into it.



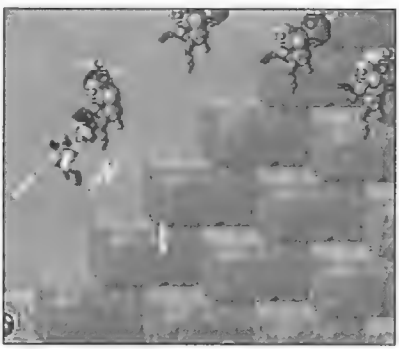
Using the Homing Stars is the best way to cook this giant asparagus spear.



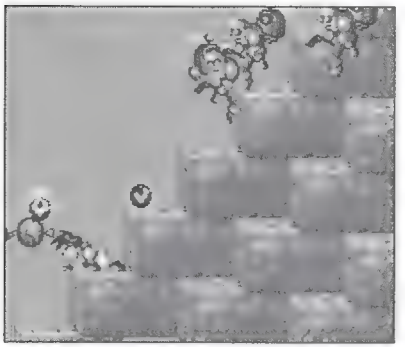
As soon as you down Papaya Dancer, get ready to gather up some more Power-Ups.

Keep carefully moving right, watching each step you take. Don't get yourself trapped by having too many enemies on screen. Soon you'll be at another red armored enemy.

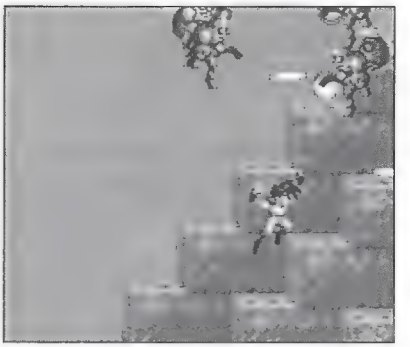
Stand on the ledge and fire down as soon as you see him. Time it so that you keep knocking him down so he doesn't have a chance to reach you. After beating him he'll leave you a Vitality-Up.



Now the terrain will be extremely different. There's a pyramid that's in the way, so what you'll have to do is start your way up the side. As you head up a mechanized bird will fly by (by now you should have your weapon of choice). You'll see that the enemy has now taken to the air by way of propeller pack. The only way to take damage from these guys is from the their laser guns. Don't worry about bumping into them; just avoid the lasers.

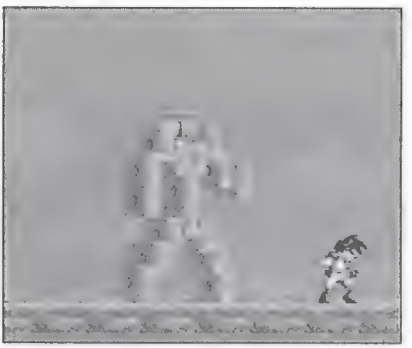


The next mechanized bird to fly along will have a cargo of Vitality-Ups. Jump Attack it to knock free three Vitality-Ups.

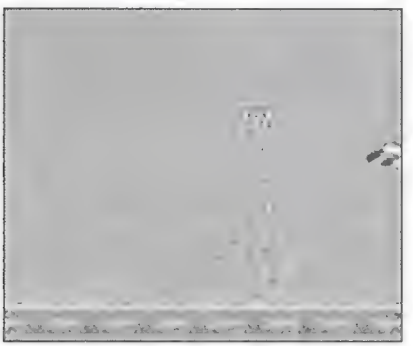


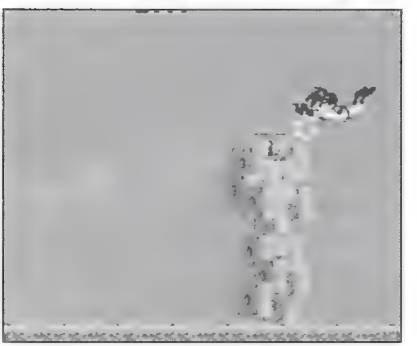
You're not limited to standing on the outside block. You can jump down and get onto the inside block. When you reach the top, it's boss time.

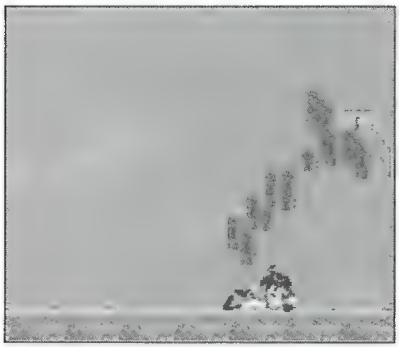
BRAVOO MAN



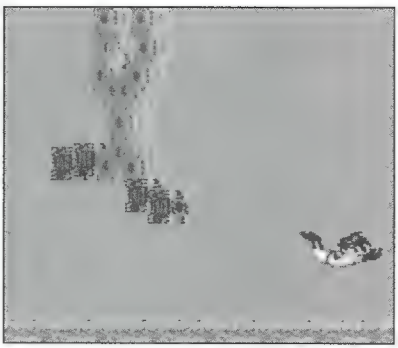
The attacks to look out for here are his Spinning Driver and Dragon Punch. To do the most damage, stand on either side of the screen. When the boss approaches you, jump off the wall and do an extra high Jump Attack.



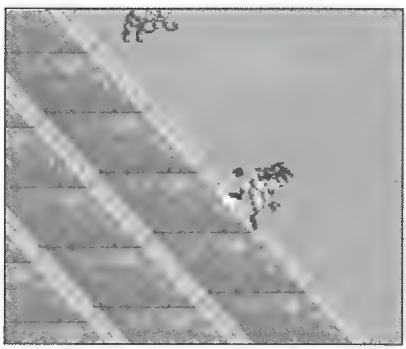




When Bravoo Man attacks, get ready to Slide so that you avoid him. When Bravoo flies across the screen doing the Spinning Driver, Slide under him.

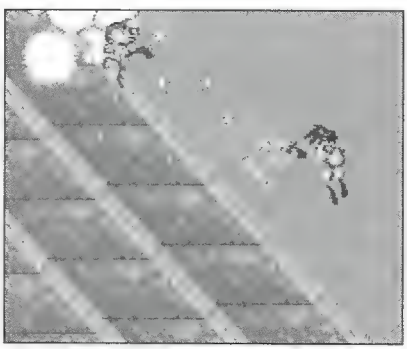


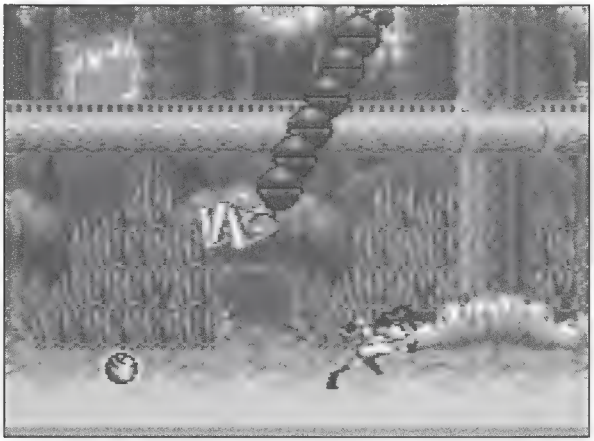
His Dragon Punch is much easier to avoid. All you have to do is stay away from him. To be safe, use your Jump Attacks anytime he closes in on you. If you time it right Bravoo will not be able to touch you.



After defeating the boss you'll make your way down the other side of the pyramid. No steps though, you're going to take the fast way down.

The propeller men have finally caught back up to you and some of these dudes don't have very good balance. They'll be tumbling down and you can shoot them, they're easy targets. Some enemies have good balance, and these guys will shoot at you. To get a clear shot at them, jump over the laser fire.



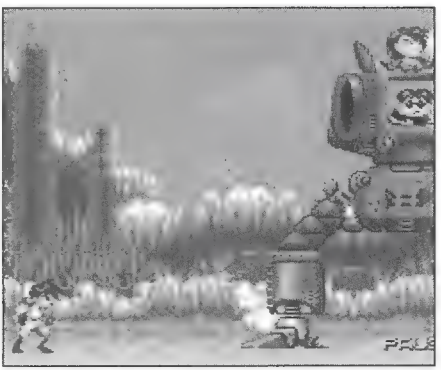


The first thing you'll see when you reach the bottom is a mechanized bird; the one that carries the Power-Ups. Keep going right, but be sure to stay along the ground. The ledges can be deadly. The reason you should stay on the ground? Giant claws will pop out of the trees and try to crunch you! Also, there are bee hives in the trees. Shoot them and they'll swarm after you. Don't shoot at them and only one or two will go after you. You decide what you think is the best move. There will be an opportunity to get a Vitality-Up.

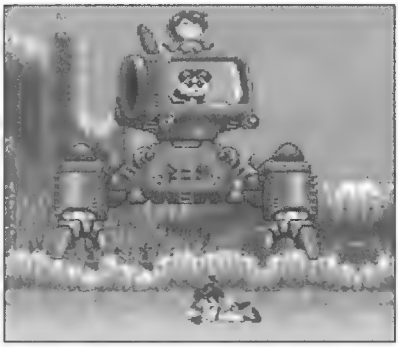
At the far right some enemies are waiting to ambush you, but they're nothing to worry about. Take them out just like you have before. What you will be busy worrying about is the Warning that the boss is approaching.

PINKY ROADER

Pinky is the girl that you see sitting at the top of the walker flaunting the Blue Gem. There's no time to waste. The first attack will be from the lanky arm of the walker. One of the hit-men will be firing lasers at you from the end of the arm.



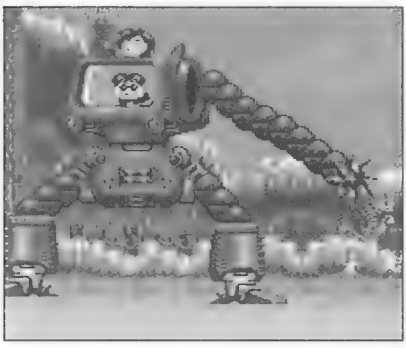
The shots are spaced far enough from each other to make it possible to maneuver through them. Although it's a tight fit, after some practice it becomes very easy.



As you move to avoid the laser fire, you should be firing at the body of the walker. After a short while, the walker will jump or walk to the other side of the screen. Slide under it, it's the best thing to do. You could stay between its legs and fire up, but that's a little risky.

Then there's the Spiked Arm Attack. Keep your distance, then fire and either Jump or Slide to get out of the way of the spike.

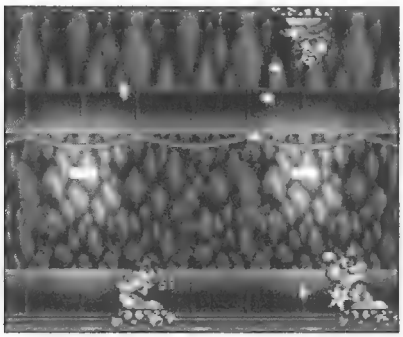
Another attack you should expect is the Bomb Attack. It'll lob bombs down at you. Just like with the lasers, move and jump to avoid the explosions. At the same time get in a few hits when a clear shot opens up.

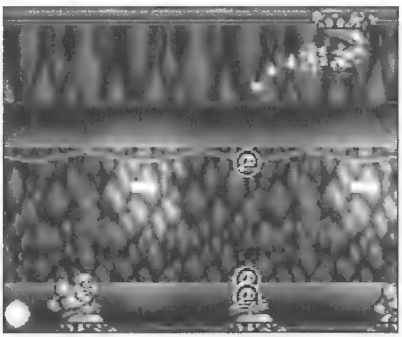


As you get better at the game this boss will only get a chance to use two of its weapons on you. Destroy it, get the Gem, and head to the mine where your brother Green has been spotted.

THE UNDERGROUND MINE

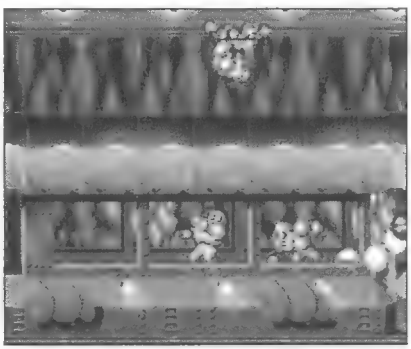
Throughout this whole stage you'll be riding a rapid mine transport. You can Slide Attack on it just like you normally would. To switch between tracks, press the Jump button twice (like a Jump Attack). This will be essential for avoiding some of the boss's attacks.





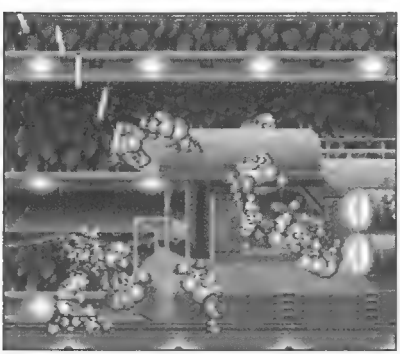
This part of the game can be very difficult. Enemies will approach you on their RMTs - Blow them away. A bomb launcher will appear to add more salt to your wound. It'll appear on the same track that you're on, so quickly switch tracks.

Mechanized birds will appear, even deep down here in the mines of Gunstar 9. The one thing that's different is that once the Power-Up is revealed, it'll slide off the screen to the left. Remember that you're speeding through these mines, so no dilly-dalling when powering up. You'll catch up to a train, but the passengers are not your typical subway riders. Not unless you're used to dodging laser fire and bombs while on mass transit.



Shortly after you blast these angry patrons the mine track will take a sharp dip. A 90-degree sharp dip! Be careful. In this heart pounding section of the mines you can't use your Slides when you're falling.

A set of two force barriers will close in from the bottom of the screen. Don't sweat it, just stay to the top of the screen and by the time they reach mid-screen, you'll be able to pass safely. The tracks gonna' level back off and another wave of RMT soldiers will strike. Don't let up, cause' right after them that pesky train will return. These guys never learn.



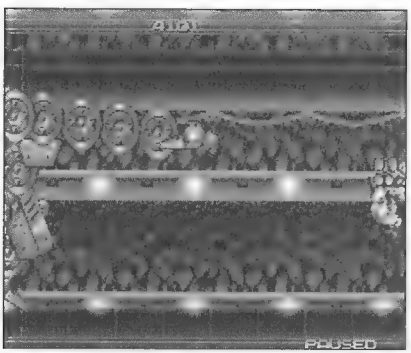
It seems Colonel Red needs more speed and getting rid of "dead" weight is the best solution. Too bad it's at the expense of his soldiers.

Now the action is really gonna' kick in. Don't let the Vitality-Up pass by, you'll need it! Now it's time for the boss called Seven Force.

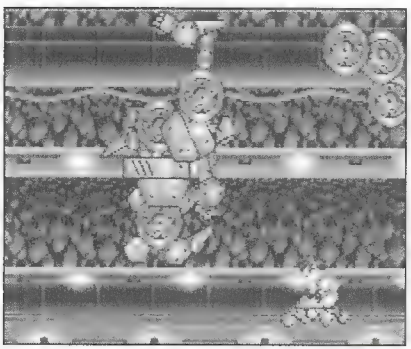
SEVEN FORCE

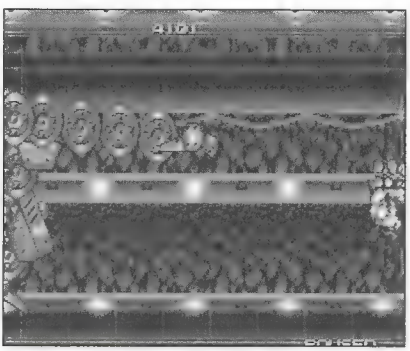
Green will fly in from the right on his floating chariot and he'll be controlling all the crazy contraptions you'll have to face. There are seven forms that he'll attack you with, which makes sense. There's no particular pattern he changes to after you defeat one form, so here are the different patterns for each form. Luckily, you won't have to defeat all seven forms, only four or five.

SOLDIER FORCE

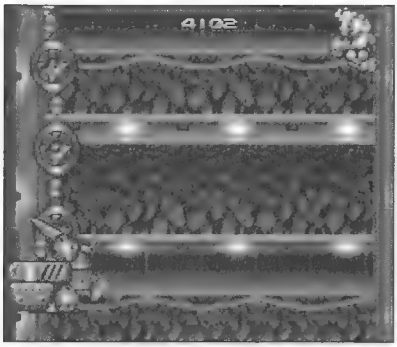


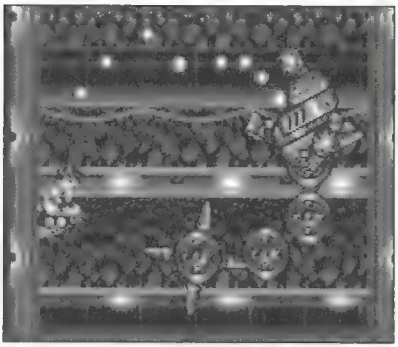
This agile 'bot has quick attacks. If he holds one of his arms straight out, be ready for an arm lunge. Wait a few seconds, then right as he lunges his arm, Double Jump onto the top mine track. If you're hanging out on the bottom tracks attacking, he'll throw out a set of bombs. Just scoot closer to the boss and the explosions will miss ya'. You could also double jump and attack from the top track, but if you stay there for too long, a set of boomerangs will be thrown your way.

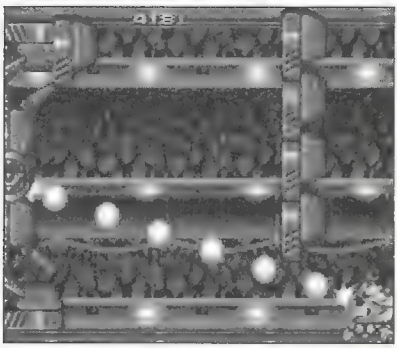




TAILS FORCE

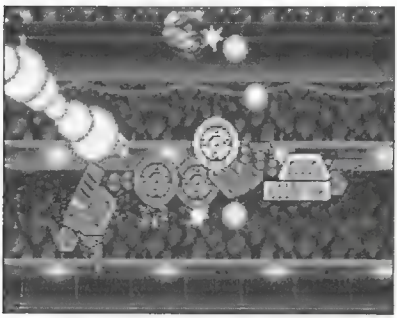


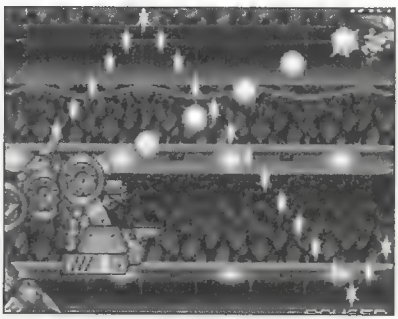




Its first attack is more of just a move around the parameters of the screen. Simply move ahead or behind the boss, so you stay in the clear. After looping around the screen it'll float to the center of the screen and use one of the next two attacks. Either a rapid shot, that can be avoided by moving down. Or a tail whip, which can be dodged by moving to the top or bottom of the screen.

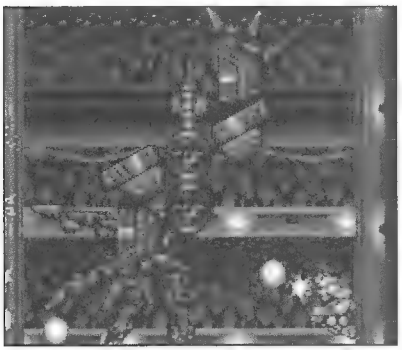
TIGER FORCE

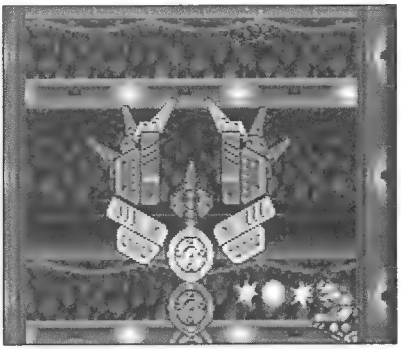




Here it's safest to attack from the top track, so you don't get trampled by its legs. Its first attack will be to try and lock onto you, then fire. To avoid it, let the target sight cover you, then quickly cut left or right so that the shot just misses you. By the time you learn the pattern it'll change attacks. The next one will highlight the path its shots are going to travel. Think quick and move into a clear area. In no time he'll be destroyed.

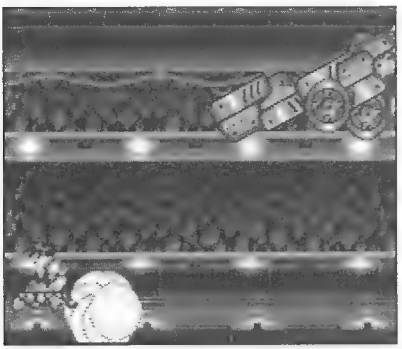
EAGLE FORCE

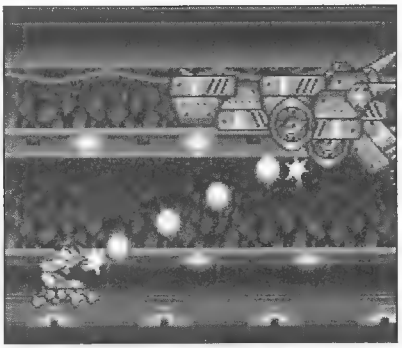




This form doesn't have any real attacks. It just flaps its wings and tail, crashing them against the mine walls. Watch for openings as it creeps upward, then safely slip by it. Once it passes, stay at the bottom of the screen, because it's going to be rushing back down. Right before it leaves the bottom of the screen its wings will flap up and leave you unharmed.

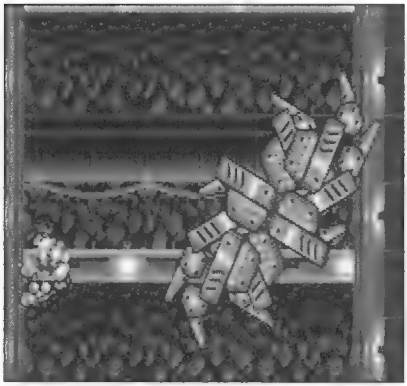
BLASTER FORCE

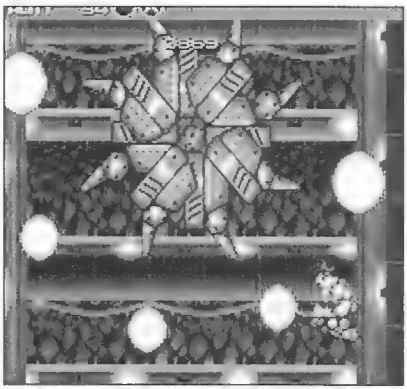




The Blaster has ten live rounds ready to unload and when it stops spinning it'll shoot. Keep yourself moving left to right, and if you time it right every shot will miss. Be sure to keep firing when it stops to reload, that's when you can take major point damage off it.

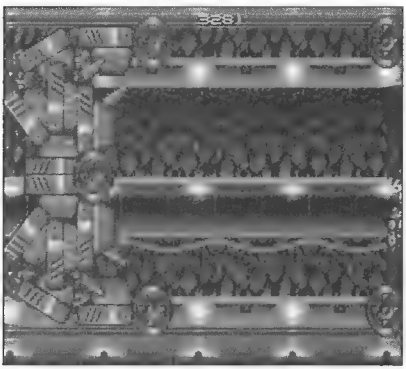
URCHIN FORCE





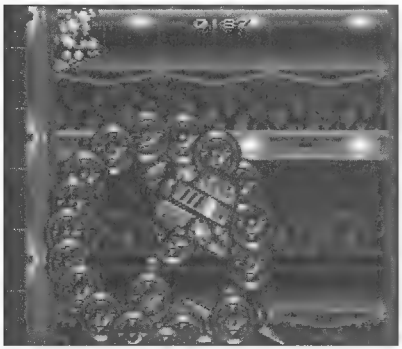
This fast spinning form will bounce back and forth at either the top or bottom of the screen. Keep yourself at the opposite end of the screen while it crashes to each side. When it stops on one side make sure to be on the opposite track, then move to the top of the screen so you dodge its Sonic Spin. When it reaches the bottom it'll start to bounce back and forth again. Attack, wait for it to charge at you, then move back to the bottom of the screen. Once you've drained about half its point meter it'll start a Spread Shot Attack. Stay on one side. When the form stops spinning, position yourself between the shots.

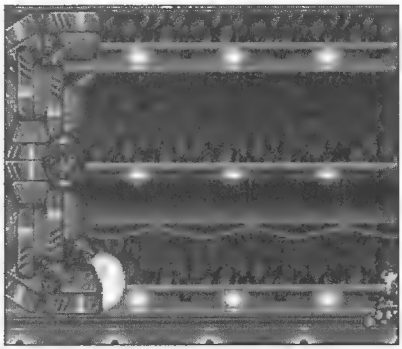
CRAB FORCE



Out of all the forms, this one is probably the most difficult. It requires quick jumps back and forth to each track.

The extending wall is the most frustrating attack to avoid. The best place to set yourself is in the farthest right edge of the screen.

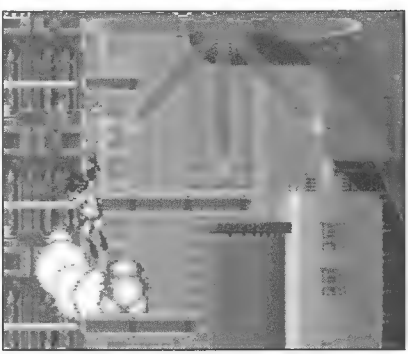


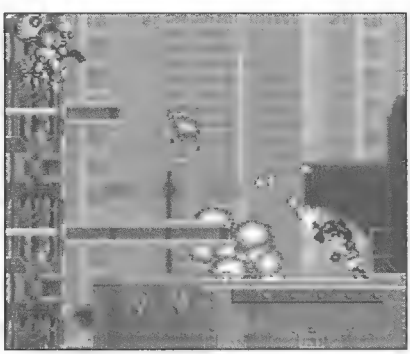


When a flashing block-like object appears, be sure to be on the opposite running track. As it closes in it'll spring up a wall. You'll want to do the same if a flashing pulse comes up. The small round stoppers are easy to jump over without changing tracks, so don't overexert yourself trying to avoid them. These are the only things holding you back from stopping Green and retrieving the lost gem!

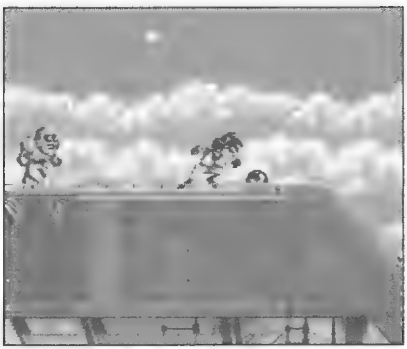
THE FLYING BATTLESHIP

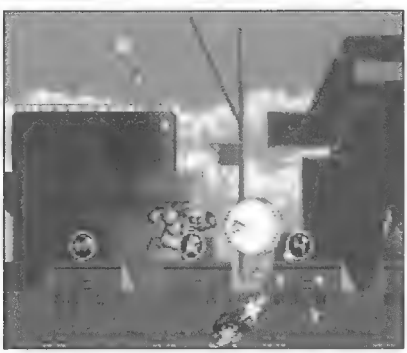
You're a second late, Orange has already ported out and Colonel Red is also with him. You need to get up there! Hurry and keep your pistol firing while you jump up the launch dock.





As soon as you make it onto the battleship move to the center of the deck. This way you can attack with the best range. It'll also make it easier to avoid propelling bombs.

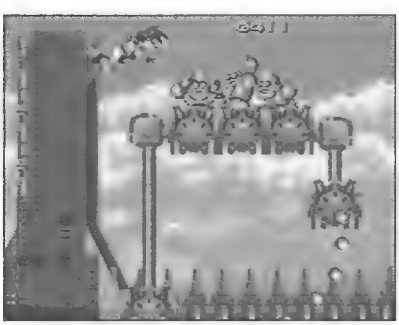




The ship will be speeding through the sky and the remaining jet packed soldiers will try knocking you off the ship. Stay to the center of the screen; spraying the skies with shots. After a while the ship will slow down and level off. Now that he's safe above the clouds, the lead gunner will try destroying you himself. It takes a few shots, but after he's defeated he'll leave a Vitality-Up. Grab it quick 'cause soldiers are gonna' be coming at you from both front and rear.

A plethora of weapons will be lying ahead. Just destroy the running generators and a weapon will appear. Get the weapon you want and prepare for the next boss.

SWAPPING REG



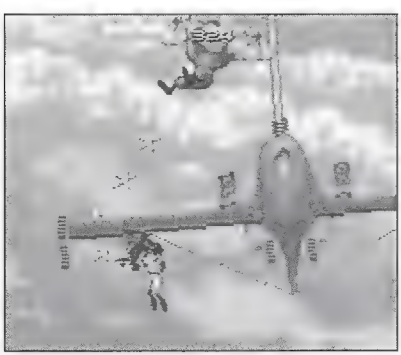
This stomping walker will come in from the right. Use your Wall Jump to latch on to the steel beam and pull yourself up. The boss is unable to harm you while you're on top of this beam, so now the only thing you need to think about is how to destroy it. You can just shoot straight at it and kill it easy, or hang from the beam and pull yourself up. Your kick will take chunks of damage.

Unfortunately when you destroy it there won't be any Vitality-Ups, but to the right you'll see two gunners. Destroy them and each one will leave a Vitality-Up. Not a minute too soon either, Colonel Red is awaiting you on a propeller jet. He'll jet off and streak left to right, dropping bombs down onto the jet. Weave through the explosions and get ready, because after you defeat Red, Green will come out from the bridge and attempt to stop you himself.

ORANGE

This guy's not nice at all. His attacks are strong and will lay you on your back, so be sure to keep a good distance away. The most unpredictable attack will be when he swings from the propeller. At any time he'll jump off and come crashing down with an elbow smash. During this attack the best place to attack from is while hanging from the wing.

Add Orange to your list of victories. You only have one guy left, Black and he's holding the last gem that you need. Get to his palace and take him out, but be careful, I heard he likes to play games.



His dashing elbow smash is also best avoided by hanging from the wing. You're probably wondering, "Why not just stay hanging from the wing until he's defeated?" Well, Orange has what could be called a sort of nerve gas. If he catches you hanging around and he's standing above you, a blast of air will shoot down at you. Moral of the story? When hanging from the wing make sure to keep moving.

BLACK'S PALACE

The action starts off immediately. First look out for an enemy attack from both sides of the screen. Then a mechanical bird will fly by holding weapons and Power-Ups, and just after that they'll be a patrol gunner. Move behind it and you'll be able to destroy it in no time.

The palace doors are just ahead, so don't slow down. Lots of enemies will be jumping in and out of the screen and attacking. When the door comes into view a blue-suited soldier will try to keep you from getting in. Once defeated, he'll leave a Vitality-Up. Pick it up and get ready to shoot craps.

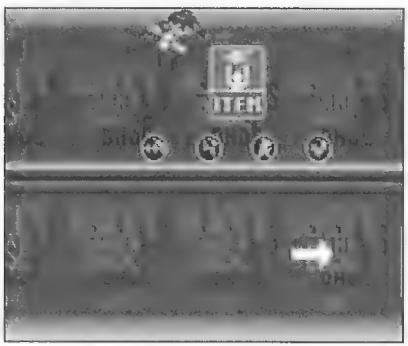
Since you really don't know what number you're going to roll, it's hard to say how tough this level is. If you're lucky you might land on easy bosses and item rooms all the way to Black. But if you get stuck, it'll get frustrating. Here are the spots on the board all the way to Black.

1 Valvalion

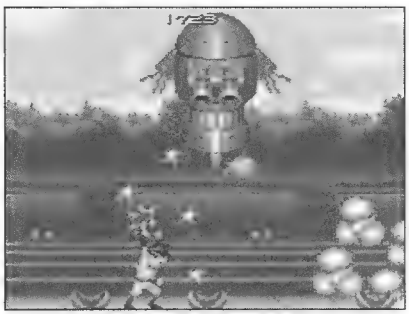
This creepy looking thing will spin in circles while in mid-air, then crash its head into the ground. Stay to the center of the screen, that way you can dodge either left or right to position yourself in between its strikes.

2 Item Room

These spaces are sort of like a free parking spot on the board. Weapon Power-Ups are available and if you get lucky, even Vitality-Ups.

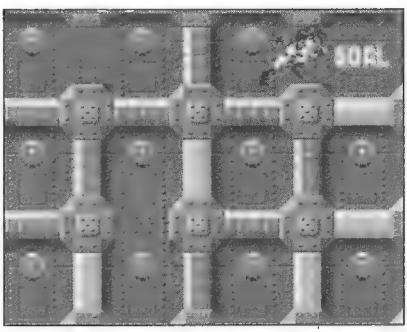


3 Timeron



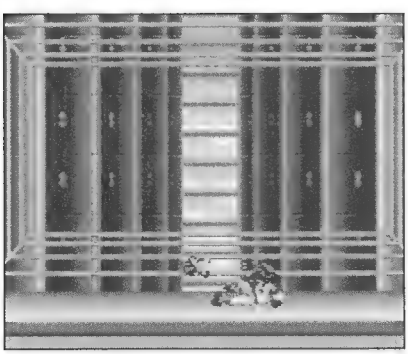
The Core will be dropping cloud bombs and trying to destroy you. Just move left to right. Once the explosions fade away you can pass through the shells safely. Watch out though, the Core can stop and vacuum the bombs back up.

4 Rush and Go



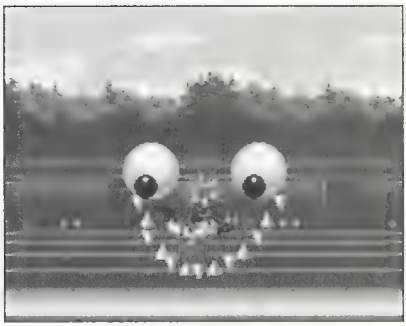
No weapon here. You do have punches though, but not to hit any enemies, just to move the colored walls. Each punch will open or close a pathway. Just get yourself over to the goal before the timer runs out. Oh yeah, there's a floating orb, but its easy to avoid.

5 Minion Soldier



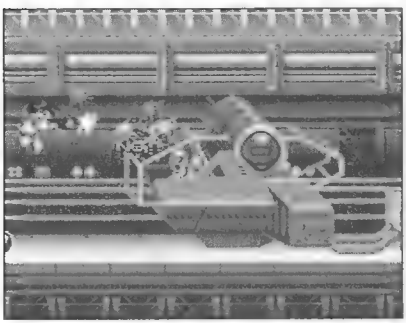
For his size this guy can toss you around with ease. Keep him back with your Slide. This will knock him down, giving you a chance to back off and get ready to attack again.

6 Melon Bread



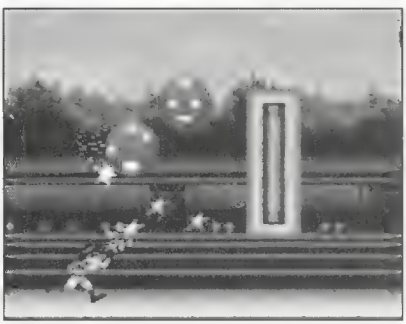
You might think those sharp looking teeth will hurt you if they touch you. Truth is Melon Bread won't attack. Take it easy and just stand and shoot, or use your dive attack to take big bites off it!

7 Destroy

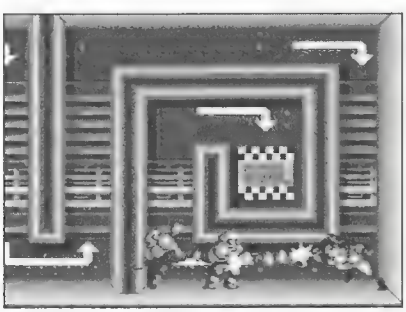


Kind of like the bonus stage in Street Fighter II. All you'll need to do here is shoot up the sitting gunner. Be sure to blow up everything, because inside one of the crates will be a Vitality-Up.

8 Pit



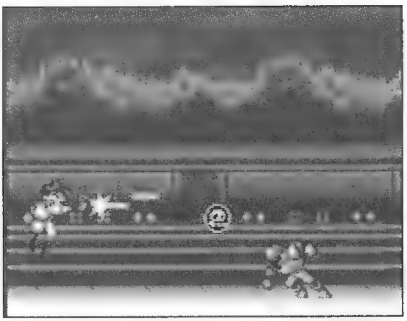
The happy faces will just sort of' float about the screen, so you won't have to worry about avoiding any shots. But you will need to make sure and stay clear from the moving wall that stretches.



9 Rush and Go

The arrows point you in the right direction (not like it's hard to figure that out). Anyway, three enemies will try and stop you from making it to your goal. Get rid of 'em and jump your way into the goal.

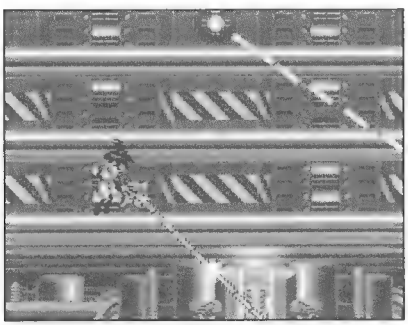
10 Item room



11 Phantom

This specially suited soldier will throw bombs at you. Keep a good distance away and steadily attack on him at all times.

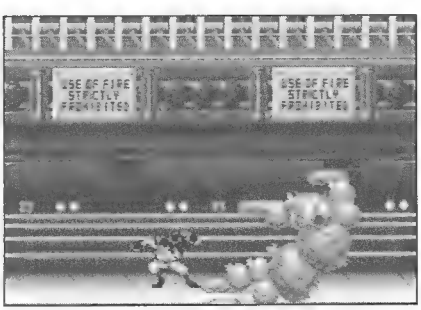
12 Vortex Base



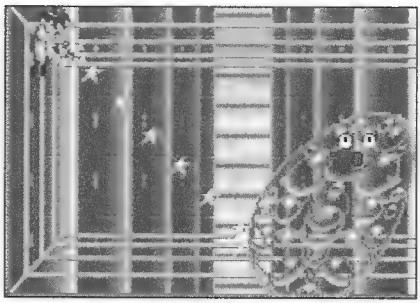
The vortex core will fire a laser shot that follows the highlighted path. Keep yourself clear of the laser by making small movements. Dropping from one level to the next is a quick way to escape. To destroy the vortex you'll need to hit the base at the bottom of the screen.

13 Curry and Rice

Hand-to-hand is the name of the game here. This giant puff ball will attack with a waving arm motion if you try a flying attack. Trying to time jumps can be tricky-using your Slide is a bit easier. Get close up, then when you get close enough the boss will do a Split Kick. Right after he does this do a Slide.

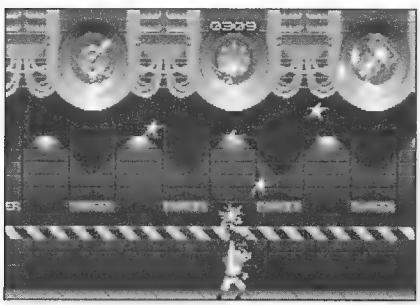


14 Abaranbou Gel



It may look tough to defeat, but if you hang from the ceiling it can't reach you. Hang out and keep a steady fire on it until it's destroyed.

15 Super Gondola



It's probably safe to say that this boss is one of the toughest to defeat. Several guns will be scrolling at the top of the screen and each one is different. The easiest spot for avoiding all the gun fire is at the center of the screen. Then one by one you can destroy the guns.

16 Item Room

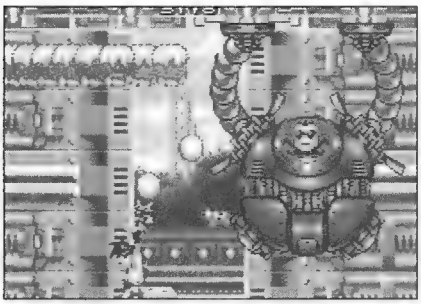
17 Way Back

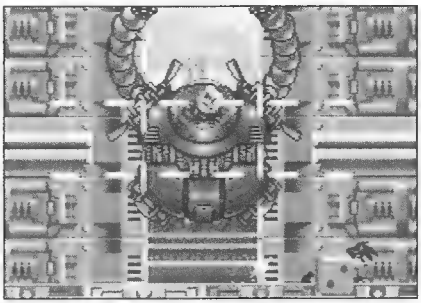
This is the worst spot on the board. Hit this and its back to the beginning. You won't have to fight any bosses you've already defeated, but you might land on an open space.

18 Black Beat Stepper

You've made it. Now the only thing in your way of getting that last gem is Black and his war toy. This wacky lookin' thing will drop a die, then take the number of steps shown on the die. The color space on the floor that he stops on, will determine the attack he'll use. He has a total of four attacks and the best place to keep yourself for each of these is in the bottom left or right corner. If he's coming in close to you, jump up, hang from the ceiling, and then swing over to the other side.

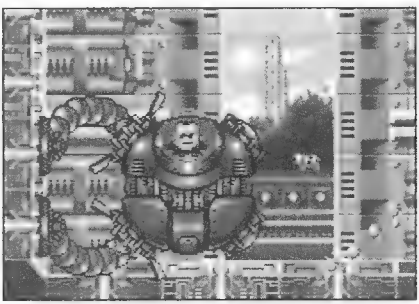
When he lands on a red square, a flame will shoot out from one of the squares. Each of the red squares will be flashing and the flame will circle around the edge of the screen stopping at each square. Use the ledge above you to lift yourself above the flame, then jump off the open edge over the flame.

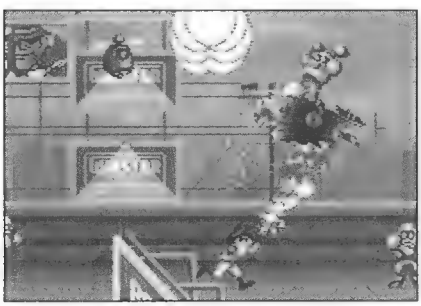




For the Yellow squares you want to duck down in the corner, but for the blue squares you'll want to get into the center of the screen.

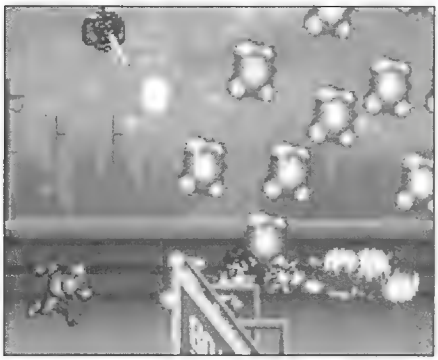
If he happens to stop on a green square a homing laser will bounce from square to square, sort of like the Vortex Base mid-boss. During this attack it's also safest to stay crouched down in one of the corners.





You did it! All the gems have been retrieved. But wait, what about Yellow? They got Yellow! You've got to hurry through the outskirts of the city and catch up to Red. For the other stages it really doesn't matter what weapon you use, but this one is a lot less hectic with the Flame Thrower. The enemy attack is just too strong to keep 'em back with any other weapon. Major damage at close range is just what the doctor ordered.

To be fair, considering how difficult this level is, they scattered Vitality-Ups all over the place. Be sure to destroy all of the crates on your way to the mother ship because that's where they are.

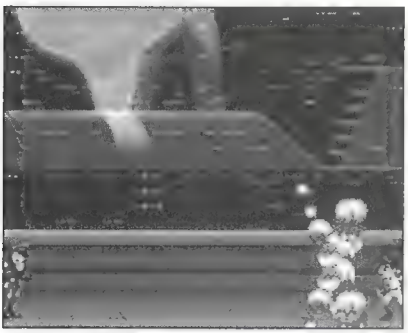


The trek to Red is long, but you can speed things up by exploding groups of enemies. Just gun down the drum barrels.

As soon as the giant space-craft starts to scroll onto the right side of the screen, you'll know Red is near and so is the end of this level. Finally.

COLONEL RED

He must think he can stop you with a couple new attacks. At first he'll float above you with his jet pack and drop bombs down at you, like the propeller jet in the battleship stage. Simply run left to right to dodge to explosions. In time, Red will lower to the ground and charge his jet pack so he can streak across the screen. You could slide under the attack, but it's safer to jump over him. After you beat him the jet pack will fall, then he'll stay on the ground and shoot at you. It'll take some practice to learn how to avoid the different attacks, but keeping yourself far from away from him is the main strategy. Staying a good distance away will give you time to move into a safe spot, especially when avoiding his wave shot. The single shot can easily be jumped.

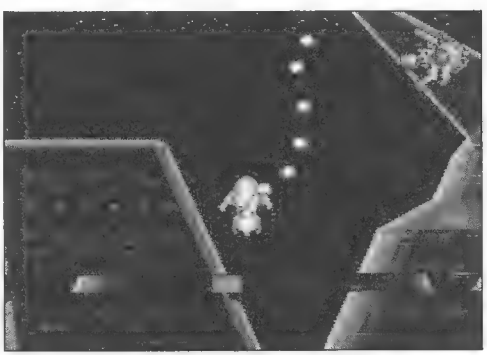


To get Yellow back you needed to cough up the stones. All that work to get the gems and for what? Now Gunstar 9 will fall under the rule of Golden Silver. That is unless you take a spacecraft and foil their plans once and for all.

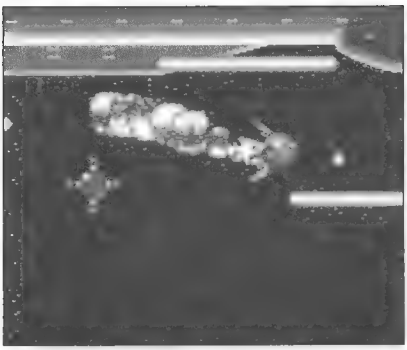
EMPIRE'S SPACE CRAFT

Just when you thought you'd seen it all, something different comes up. If you haven't been able to recognize any Konami style in the game, this level should show you some.

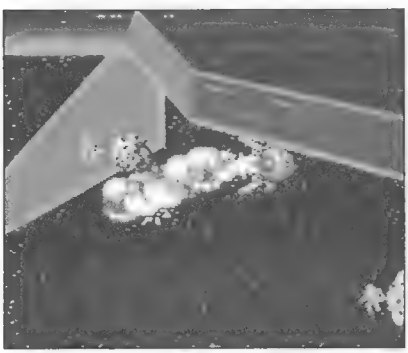
Being a bit reminiscent of Gradius, you'll fly a small ship through space. You'll be able to control the ship and the gun during this stage. So, if you want to change your weapon's direction, press the control pad in the direction you want to fire and hold down the Shoot button. When you let go of the button the gun will be able to move again.

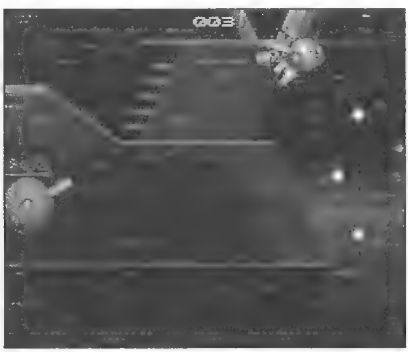


After a wave of enemy ships, Timeron (the number three space in Black's board game) will appear. Defeating it only takes a few shots, but the point here is to see how long you can survive as you dodge its shots. If you're into high scores, just circle the outer edge of the screen, moving ahead of the bullets until the timer stops. If you're like me, shoot right away and get ready for more action. Your ship will slow down and the screen will start to scroll to the left, Leaving you to fly backward. Right away, a flurry of lasers will slice by. Move your ship between the shots and once you're clear of the lasers a storm of shielded Minions will attack. Protected by floating asteroid debris these Minions will try to block your path of flight. Shoot 'em off the screen as soon as possible. As you pass the mid-section of the mother ship some big guns will be pointing' in your direction.



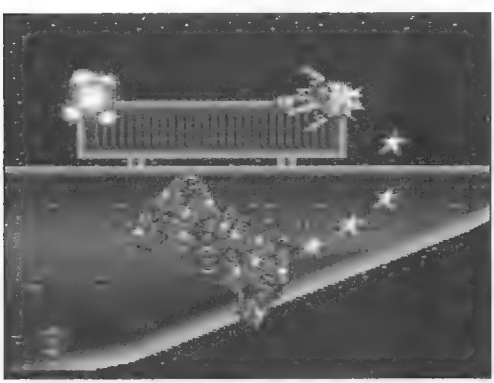
The 100mm gun is easy to destroy 'cause its shots are slow. Sometimes the shots will explode into smaller shots. To stay clear of them make sharp cuts left or right and away from each shot. When it explodes move between the spread shots and continue to fire.





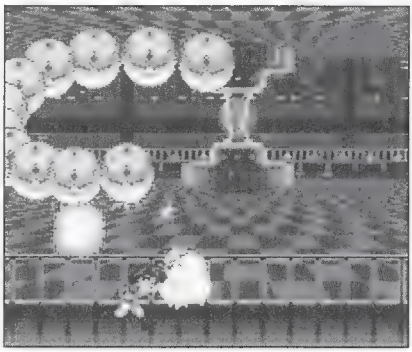
SEVEN FORCE

I'm sure you remember this boss. Don't worry, this time around there's only one point meter for it. Basically Seven Force will float about the screen transforming into its different forms while chasing you. All of its attacks are about the same, but because it changes so many times, there's no one spot you can safely hang out in. Keep yourself moving around the entire screen and once it's destroyed you'll make it inside the enemy ship for the real boss.



Hurry down the hall, at the end is the boss called Guard Core. Enemy soldiers are a bit tougher to destroy, be sure to keep up a strong attack. Hey! Don't forget the Power-Up birds flying by. One of 'em is holding Vitality-Ups just for you. Okay, now go through the door to the boss.

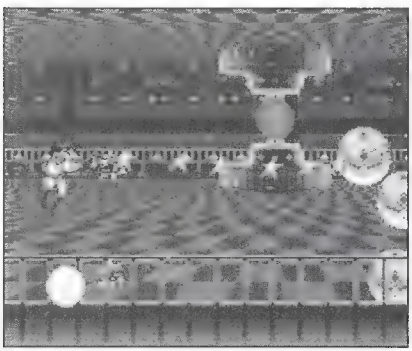
GUARD CORE

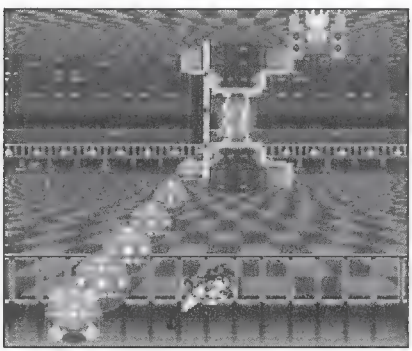


Imagination radiates throughout the entire game, but this part is just too cool. As the central core spins at high speed the core will unleash three different attacks. The first is a long line of spheres. The end sphere will fire lasers and after every couple of seconds will crash down and try to smash you like a grape. Don't get caught in a corner and if you can't get away in time, use a Slide.

It's second attack is a worm-like thing that will squirm past you while releasing cloud bombs. The boss itself won't attack so just keep movin' left to right to dodge the blasts.

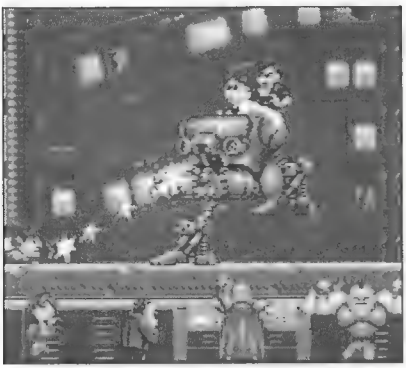
The last attack will be a runner. Move yourself to the left side of the screen and get ready to blast its head off. No really, you will. To do it face to the right and fire. The first attack the runner makes will fly above your head without harming you. The second attack you'll need to jump over. Nothing fancy, a simple jump will do.





The bosses will watch your actions and take turns trying to stop you from getting to the control room. Break open the first two crates to find Weapons and Power-Ups, then prepare for the first boss, Duck Battalion.

DUCK BATTALION

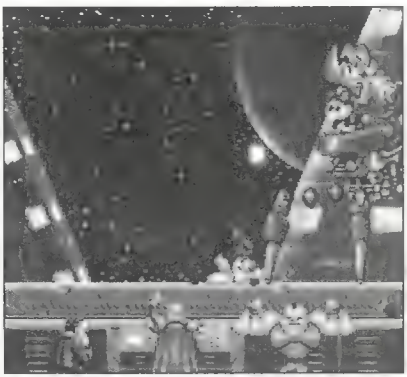


As long as your crouching down, you can't be hit! Even if that atomic robo device tries walking on you. When you destroy the walking 'bot one of the hit-men will grab the laser cannon and continue the attack. Use your Slide to skid to safety from the lasers. He's not tough and after a few seconds you'll beat him.

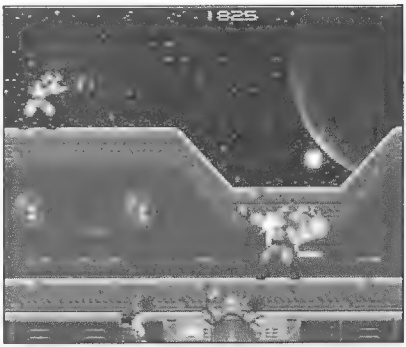
Keep the momentum going to the right and shortly you'll come to an area guarded by a pulsating light. Hang from the steel beams and pull yourself up onto a higher beam to avoid the passing light. Now jump across to a set of small levels. Don't stop yet, keep jumping level to level until you're safe at the top. Go right and it's time to fight Pink Lobster.

PINK LOBSTER

Pinks Lobster is kind of like the Duck Battalion. It can't hurt you if it walks over you, but unlike the Duck this mean menace will swing its claws down at you if you try to hang out under it. Try to keep a full screen apart from it to avoid the bubbles and attacks. The bubbles might interfere with your attacks. Just be patient, because the end is very near.

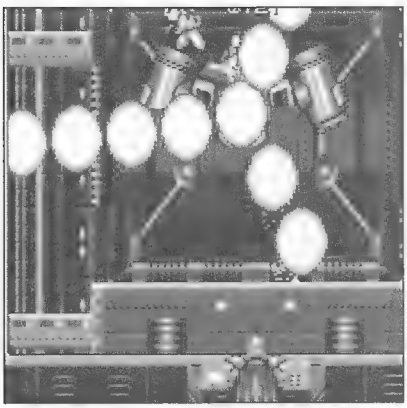


ORANGE



You might have guessed this guy was going to be next. There's one basic strategy for beating this hyped up G.I. Joe: stay on the opposite level and opposite end of the screen from him. So, if he's on the right side of the top level, you'll want to be on the left side of the bottom level.

BLACK FLY



One by one you're working your way through the bosses one last time. After Black, will be Green, then the final confrontation with Golden Silver. As you descend Black will leave a trail of pulse shots in your path. Squeeze between the shots and whenever Black comes back into view, continue to attack. When he fires the rotating pulse shots you'll need to run across the top of his ship to keep from getting hit.

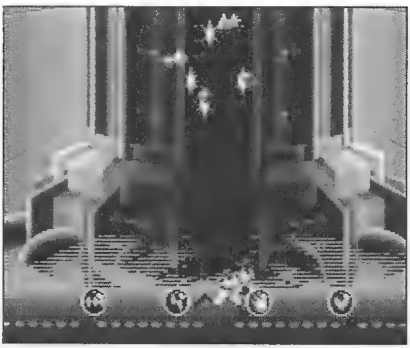
GREEN

Now he's the only force stopping you from getting to Golden Silver. Luckily his patterns are a lot like Orange's (not the fruit). So if you use the same basic strategy as you did for Orange, he'll be green with envy.

GOLDEN SILVER

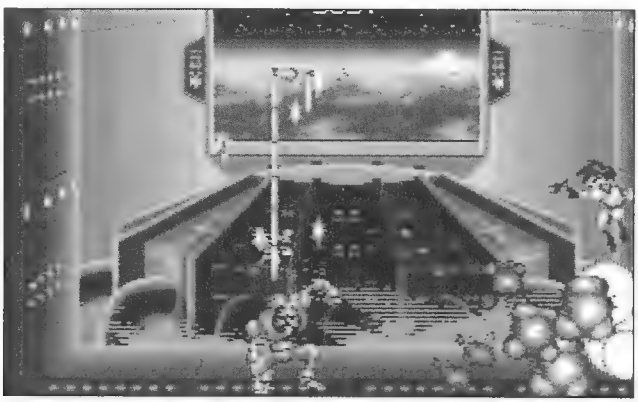
Congratulate yourself, you've made it to Golden Silver! Now you'll have to beat the game, 'cause if you die here it'll start you at the Golden Silver himself.

Four different Weapons Power-Ups will be lying on the floor, along with a Vitality-Up. Having the right weapon here will make a world of difference in how long it'll take to beat this bag of bolts. To destroy him you'll need to hit the two rotating gems that are floating above him.



To keep a constant attack on the gems it's best to use the Chaser Lightning weapon. The shot will home in on the gems and continually hit 'em no matter which way you face. This will allow you to concentrate on avoiding Golden Silver's attacks.

Throws won't work against him, but Slides will. So if he closes in on you don't hesitate to use them. His power punch will send a thundering wave of flame your way. Time your jumps over 'em or you'll get a chunk of health drained from you. Always make sure to stay a good distance from him and in no time Gunstar 9 will be a peaceful place again.

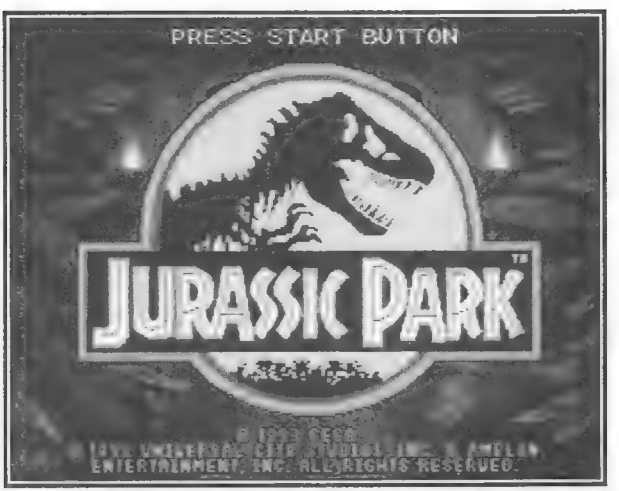


CHAPTER

5

Jurassic Park

by Sega of America



Game Type: Action/Platform
Difficulty: Hard
Players: 1
Save: Unlimited continues & Passwords

WHAT'S GOING ON?

Movie buffs and gamers alike will thoroughly enjoy this mega-buck hit. Straight from the big screen, you either control Dr. Grant or Raptor, the disgruntled dino. Expect digitized graphics so real that you might actually feel a set of razor sharp Tyrannosaurus teeth graze your skin. Mess up in this game and you'll end up as the daily special at the Cafe Jurassic.

GENERAL STRATEGIES

The score feature that's found in most games has been omitted from this particular title. With that knowledge in mind, you'll find slaying dinosaurs and humans unnecessary.

Shoot at targets only if they pose a threat to your well being, or block your path. Otherwise you pretty much want to avoid enemies.

Memorizing the level's layout is a definite must. If you don't have good short term memory, you'll find yourself making the same mistake over and over again.

Some icons are better off left behind, rather than in your inventory. Why? Because taking the time and effort to reach a First Aid Kit located in a perilous position will diminish your life bar in the end, instead of increasing it.

Pay close attention to the background, because there are often buttons, levers, and what-not blended in with it. To open up doors or any other closed portals, as well as out of the ordinary things on the wall, push your directional pad up. Easy access, baby.

On stages that have multiple paths leading to the level's end, take the high road. If worse comes to worst and you get stuck at a dead end, you can drop down and take the low road instead.

Whenever there's an expanse of open space below you, look above for hanging vines or wires to grab onto. Then push or jump up, and while pushing up continuously push in the desired direction to climb across any perilous gap. If there isn't anything above to latch onto, try ducking down to get a look at what's below you. Jumping down into the unknown isn't a good idea.

Try your weapons against different dinosaurs to find out which weapon works best.

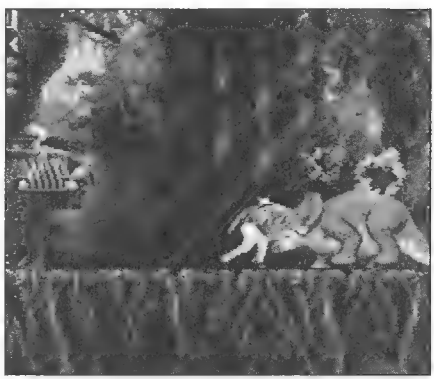
The only real weapon you want to stock up on and conserve in the game, are the Red Bombs. Reason being; you need them to pass the final area in the last stage.

DR. GRANT

Level 1 Jurassic Park

A dinosaur just chewed the diddley out of your mash army jeep. You're in some unfamiliar jungle surrounded by irritable lizards, and your wife just divorced you in California, settling with half. Man, it's just one of those days.

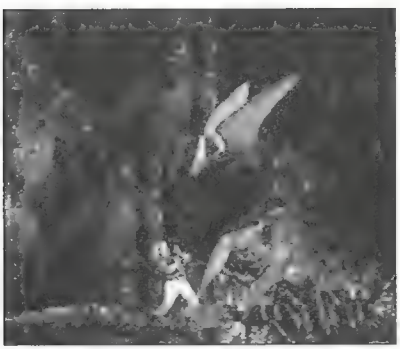
At the starting point and immediately to your right you'll see a neutral Triceratops. You can either sedate the living fossil with your Gas Grenade, or you can take the animal rights route and jump onto, and over this peaceful vegetarian.



Continue to the right jumping past the spike laden pit. Then climb onto the small platform above. Next, duck down and make your way to the edge of the ledge. Below you is a Red Cross icon and over to your right is a Spitting dino. First, shoot the loogie hocking lizard with two shots of your Tranquilizer Darts. After that, fall down to the left and throw a Gas Grenade down on the two little camouflaged midget-lizards below. Finally go right, drop down, and pick up some health.

Continue right. Below the sleeping Spitter are some darts and over to the right is a platform. Jump onto the platform and fire some darts as you make your way to the edge. Your shots should down a Pterodactyl just as it flies on screen.

Jump across another gap and continue right. Fall, and you'll begin sliding down a steep slope. Jump as soon as you're almost level with the platform on the left, then pick up a Red Cross icon. Go back to the right and fall down the slope. When the slope abruptly starts to head down, jump.



Waiting to the left of the slope are some sharp spikes. Go right and you'll see two platforms above you, one with a Red Cross icon, and the other with Red Darts. But beware, the First Aid Kit is a baited trap! A Pterodactyl is waiting to swoop down on you. Immediately shoot when you climb onto this ledge. Go back down and slide down the vegetative slope. Once you reach the bottom you'll see two winged beasts flying overhead. Walk out on the springy branch, then aim your weapon at the sky. Next, pick off the Pterodactyl as if it were duck hunting season.

Now you can safely jump on the spring branch, vaulting yourself up and over the thorny brush to the right.

Continue right and slide down two consecutive slides. You'll find yourself stranded on a thin ledge. You could jump up and grab hold of the vine overhead, and swing across like a monkey, but do this instead: fall down and walk to the edge of the spring branch, then vault yourself from the branch over to the left and viola'! You're on the ledge to the left.

Now go over to the left and shoot the little Critter hiding near the Red Cross icon. Head back over to the right and fall down. Immediately shoot darts to the left to prevent the Spitter from hocking a fat one at you. Next, go right, shoot another little Critter, and walk out onto the brown branch. The weak branch will pull loose under your weight and you'll slide downhill. Once you've reached the bottom, climb up onto the ledge on your right and then slide down to the right. You'll now find yourself in a limestone cavern. To your immediate right is a Red Cross icon. The goal is only a hop, skip, and a jump away now. Don't slip, otherwise you'll have to repeat this entire level.

Head out onto the edge of the ledge and wait for a stone to fall. Once the boulder has passed, immediately jump across the gap to the right. Over to the right is a Red Dart icon, and lurking nearby is one of those Critters that blends in with the background.

Go back to the left and jump across the gap again, but this time land on the ledge below (the one that you jumped from the first time). Again, wait for the boulder to drop past, and then slide down to the right. Hurry now, if the falling boulder hits you it'll instantly take you out.

Climb onto the ledge on the right, prepare a Gas Grenade, and then drop it on the unsuspecting Triceratops. Now go right, drop down onto the edifice below, and collect the Red Dart icon. Slide to the right and jump across the spiked pit, making sure to land on the lower right side of the screen. Jump again to the right, then before climbing up onto higher ground, jump up and shoot the Spitter. Now proceed to the right and jump onto, and off of, the tiny ledge moving right. There you'll find what you may have been looking for, a Red Cross icon.

Now jump back onto that tiny ledge and fall left onto another ledge. You'll find yourself face to face with a stubborn plankton eating Brachiosaurus. To convince the Brachiosaurus that it's a good idea to move out of your way, you'll need some high voltage. Pull out your Electric Gun and charge it up to full power. To do so, simply hold the button down until the gun's tip crackles with energy. Now zap that funky dino and send it down under.

Finally, jump across the water to the right and you're home free. Phew! What a relief.

LEVEL 2 POWER STATION

How'd all the dinosaurs end up terrorizing the electric factory? Well I guess the absence of all human participants, besides Dr. Grant, explains it. Dead-men don't tell tales, especially when they happen to be in the stomach of some half-wit monster.

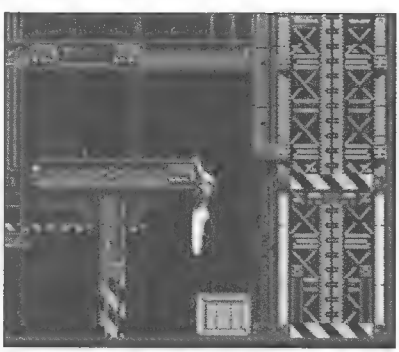
Stroll to the right and pick up the Blue Darts located next to the wall. After you get them, go back and climb up the ladder. Once you've reached the second floor, press the Jump button. You'll automatically leap to the right where you'll collect the Red Bomb icon. Now ready your Red Darts and make your way up to the top of the ladder. Push left on your D-pad, then immediately peg the Raptor to your left.

Head to the far left and climb the ladder to the top of the next floor. To your right is a Critter, duck down and shoot it with a dart loaded with enough dosage to down an elephant. Move right and collect a car battery (for your Electric Gun), then go back to the left and jump onto the grouped industrial cans. Jump on top of the cans, and climb up onto the platform on your left. Then jump onto the brown crate and climb onto the left ledge. Pick up some Red Darts and climb the rope up to the wires that are hanging from the ceiling. Now climb across the electrical wires, going right.

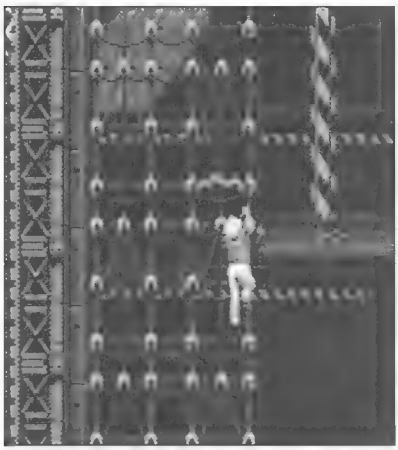
WARNING! This is a video game. This is not reality. In video games people don't get electrocuted when hanging from electrical wires, in real life they do. So don't try this, it could prove to be fatal.

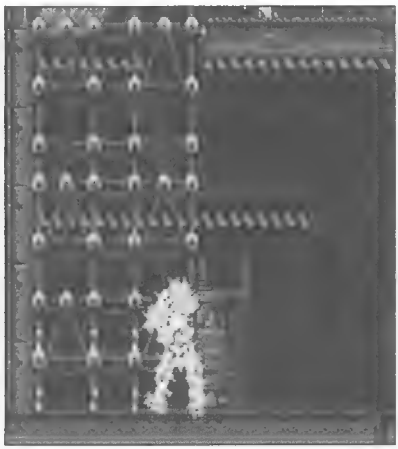
At the end of the wire drop down and snatch up a Red Cross icon. Look to your right, and wait for the electrical bolt to flash off, then leap to the right. Now walk to the right and fall off the edge. You'd better have your Red Darts ready because there are two Spitters down here; one close by to the left, and one on a platform to the right. Shoot the one on the left first, then go to the right, stand directly underneath the Spitter, and fire up.

Go right and climb up the ladder to where you just felled the Spitter, then jump up and grab on to the metal pole. Climb across to the left until you're back on the electric bolt platform. Climb to the top of the rope and latch onto the electrical current, then swing all the way to the right and drop down.



Shove the crate into the elevator on your right, then go down to the first floor and push the crate out of the booth. Jump on top of the crate and climb the left platform. Next, move left and wait until the electrical current dissipates. Now move left and fall from the edge, then continue right and climb down the ladder.



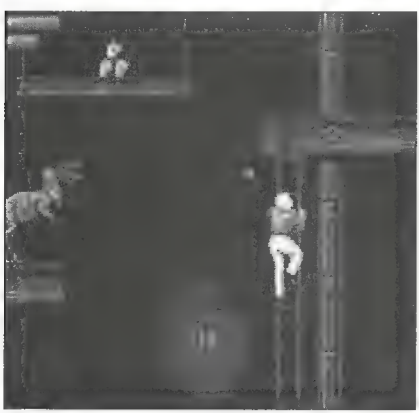


Ready some Red Darts for the Spitter to the right, then go all the way to the right and climb up the ladder. Now move left and climb on top of the electric generator located next to the high voltage wire fence. Fall to the left, and climb up. You'll need to watch the lowest point of the electric current and place Dr. Grant directly under it. Wait until the current passes by, then go up. Repeat this process three times until you reach the top. You'll know your doing it wrong if Dr. Grant gets fried.

Now move right onto the top most platform, then jump across to the hanging platform. Waiting on the right edge is a Raptor; hit him with a Red Dart injection and fall to the right. Proceed to the left and fall off the edge that's connected with the power grid fence, then immediately move right and through the doorway. Now drop down into the crawl-space and duck-walk to the left. Drop down through the hole in the floor and continue right. Just past the doorway is a preying Raptor; immediately shoot him with a Red Dart. Now from the edge, jump and climb onto the hanging platform to the right. Finally, jump into the HVAC ducts to the right. Go right and fall down the gap, to your immediate right is a Blue Dart icon. Next, go left and fall down. Uh oh! Critters. Zap the Critters with your Electric gun, then head left and collect a Red Cross icon.

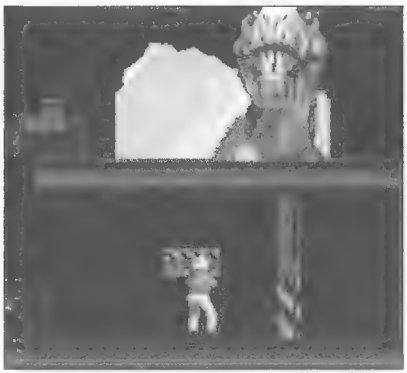
Go back to the right and climb up the shaft moving to the right. Past the red light is a Raptor. Stun it with a Red Dart, run past the fallen victim, and jump over the generator. Now climb up to the top of the rope and head right.

Move right, then fall down the hole in the floor and pick up the Red Dart icon. Now fall to the left and shoot the Spitter located to your right. Go left and climb into the elevator, then float up to the top floor and jump to the right. Collect some Gas Grenades and drop down to get a hold of some more Red Darts. Better shoot that Critter on your left first, then go left and fall from the edge.



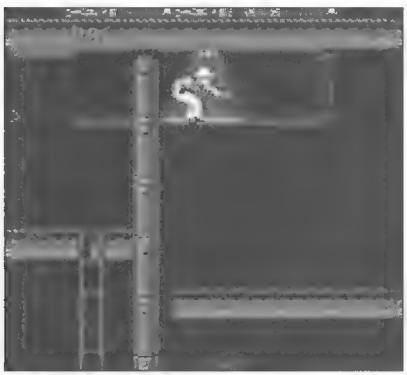
Quickly shoot the Spitter on your right and continue right. Climb up the ladder, and then up the following ladder. Watch out for that green phlegm, 'cause it'll knock you off the ladder. Wait until the Spitter stops doing what it does best, and move up. Or you could just shoot a Red Dart diagonally up from the base of the ladder.

Jump to the left and collect a Red Bomb icon. Next, climb or drop down to the base of the first ladder. Over to the right of the ladder is another ladder leading down. Take this ladder down and fall left. Cautiously move right and get ready because a Raptor will suddenly fall down on your left side.Shoot it with a Red Dart, then continue right.



Climb up the ladder and go left, stepping past the green Critter to the left. Sitting and just spiting' up a storm from the second hanging platform is a, you called it, Spitter. Down that suckah' and continue left through an open doorway. Climb up a ladder and go right, then climb up another ladder and fall right.

Next jump over the group of cans and move in front of the yellow and black striped box in the background. Push the box and use it to open the door that's close to the end of the stage. Go back to the left, jump on top of the cans, and climb to the left. Proceed down the ladder, move left, then climb up another ladder. There you'll see a ruptured crawl space. Climb into it and head right, falling onto the platform below. Jump onto the short platform on your right, then as soon as the Tyrannosaurus head appears, jump back to the left. From this vantage point chuck a few Red Bombs (just to be safe), then jump across the platform to the right. Now drop down past the Rex and climb down the ladder. Finally, head right past the doorway, up two sets of ladders, and you'll exit this very long and tedious stage.



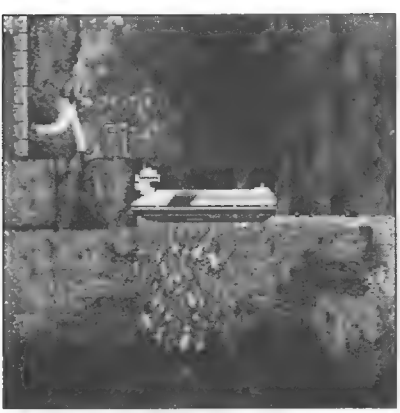
LEVEL 3 THE RIVER

Raging white-water rapids, with waterfalls that are days long! Am I at Disneyland? This has got to be some radical ride. Heaven or hell, you can take the latter. Me? I'll stick with the former. Here's our way of navigating on a heaven-sent pathway.

Gather as many gasoline containers as possible. Without fuel, you won't be able to steer your vehicle.

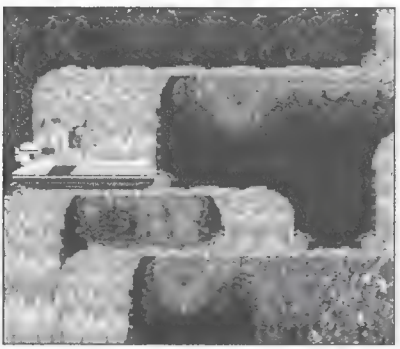
Navigating past dangerous things is the only way to survive this round. We suggest this method of approaching such difficulties. You can steer straight and steady past water falls by pushing forward on the D-pad. Of course, this doesn't work when the waterfall is at the edge of the platform.

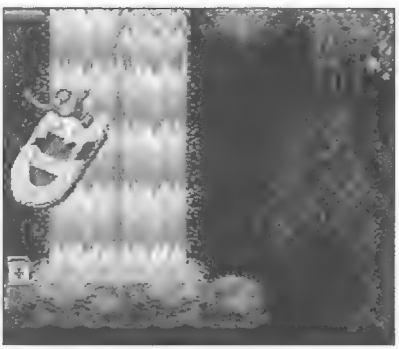
When taking a desired fall, simply hold the D-pad in the neutral position and nature will do the rest. If you want to turn the raft in the opposite direction while you're plunging down a waterfall, just push the direction desired. That's it! That's all there is to it. Master this simple technique and you'll be floating along the happy trail.



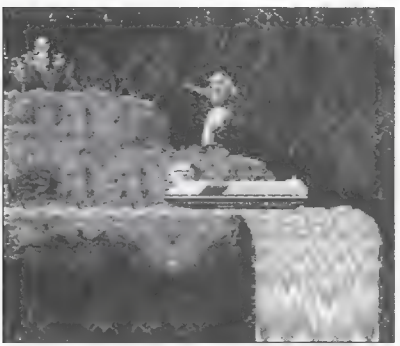
Start off by picking up the red gas can and flop down in your rubber raft. Avoid the first two waterfalls by holding down and staying to the right. After the second waterfall, begin rapidly shooting at the right portion of the screen. Right when a Pterodactyl swoops down at you, it'll be hit by a rapid succession of Darts.

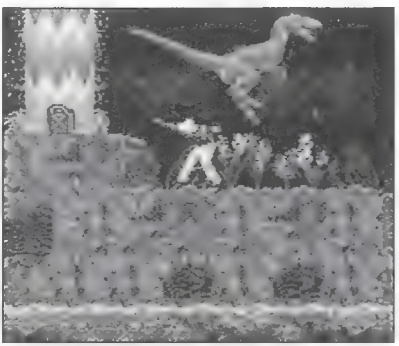
Continue to the right and ignore the annoying Spitter hocking at you from below. Pay back is assured. Cruise through the first three rapids and guide your craft to the left. Now you can zap that troublesome Spitter, and collect some Bonus Fuel.





Jump down into your vessel and continue left. Jam across two more rapids and brace yourself for the third. Don't accelerate here; float downstream and as soon as your ship tips downward, push right. Otherwise you plow straight into a hard rock, and you'll be breathing fresh silt.



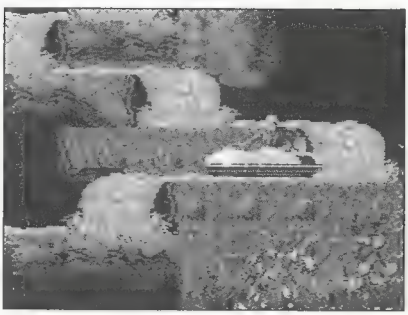


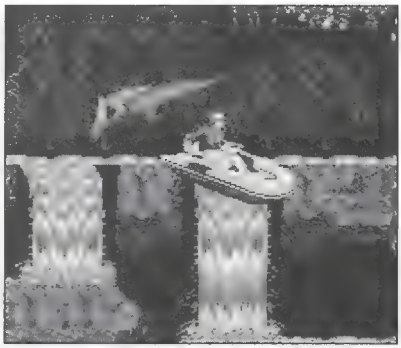
Bearing right you'll head down some rapids. Continue to the right, but before going down the waterfall at the edge, jump off onto stable ground. Proceed left and shoot the Raptor on the step above.

Quickly pick up the two Fuel Icons to the left, then go to the right edge of the platform. Lastly, instead of jumping back into the raft, jump across the gap to the platform on the other side.

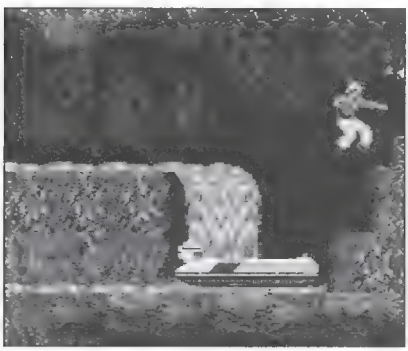
Did I mention the Rex-head? Well, just drop the Red Bomb on it's head to stun it senseless. Proceed right and you'll find another raft. Jump right in and cruise right to a short fall. Steer the raft left or be cut to ribbons by a bed of spikes.

Thrust down two rapids, then on the third, push right. On the fourth and fifth, push left. Continue left down the sixth set of rapids and stop at the edge of a platform.

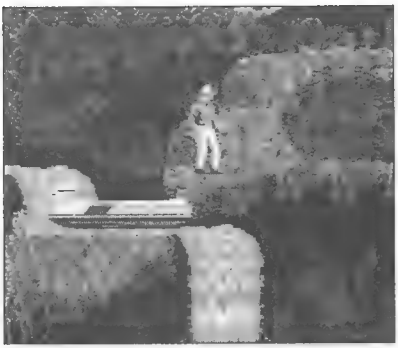


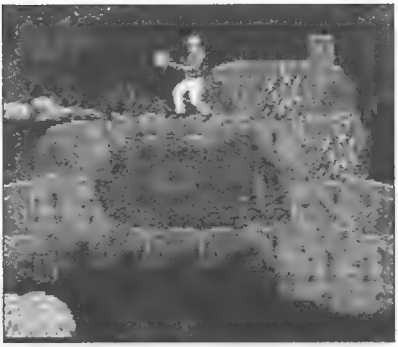


Shoot the Spitter and pick up more octane's. Keep heading left and go down another waterfall. Quickly make a right and pick up a battery over to the left. Go right tumbling past a rapid, then push forward past the first waterfall. Beware! There's a Pterodactyl nearby. On the second waterfall, go down. After recovering from the waterfall, continue right and over the edge of the third waterfall. Finally, cross down a rapid while you cut to your right.

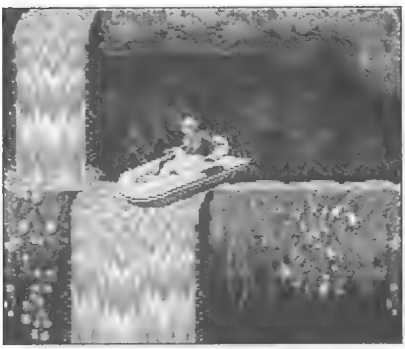


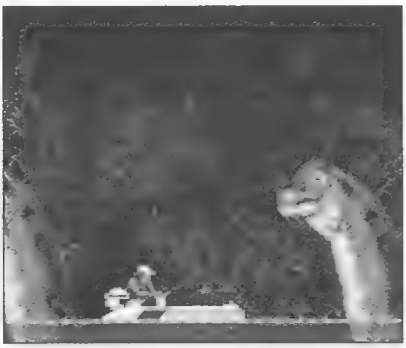
Collect the Fuel Icon, then ready a Red Bomb and blast past the Rex-head. Row your boat left, down two consecutive waterfalls, and flow left. Shoot the Raptor and get the Gas Can. Proceed right, push past the waterfall, and you'll come to three rapids in a row that end in a long waterfall.

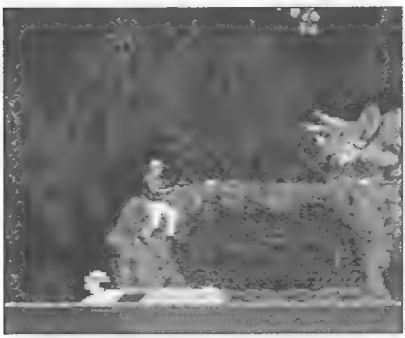




Go down the three rapids and before going over the edge, spring from the boat to the land on your right. There's a Spitter nearby, nail that son-of-a . . . and collect the Gas Canister at the top of this terraform.



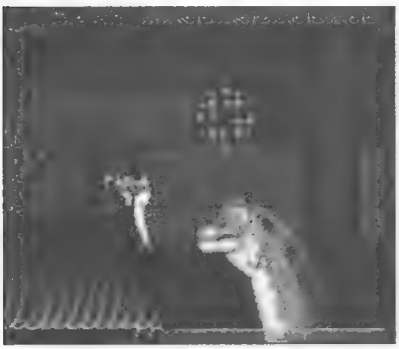


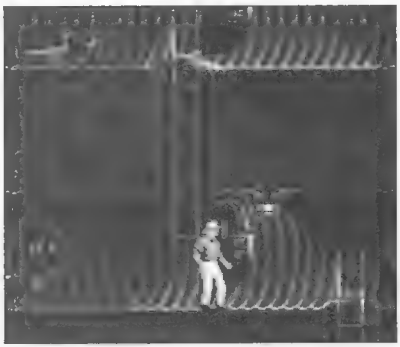


Continue right to a new raft and hop in. Proceed right and down the waterfall. After the waterfall take an immediate left to avoid the thorn bush. Turn that throttle and bust some nautical knots straight ahead. Keep going until you fall down the waterfall at the very edge. Next, break right and go down a wide waterfall leading to an underground lake. There will be a Pterodactyl floating around, shoot it down and get it out of the way. Next, make your way to the right, past two Brachiosaurus necks, then stop at the land formation. Waiting above is a Triceratops. Little does that pea-brain know, but it's about to be clobbered by an explosive-tipped dart. Exit stage right.

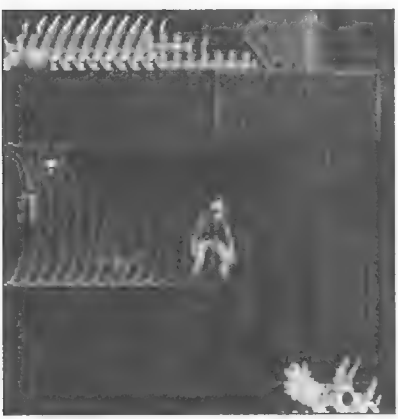
LEVEL 4 THE PUMP STATION

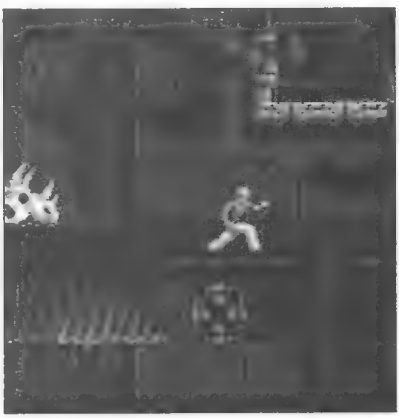
This stage is a piece of cake. All you have to do is turn off a few steam valves, hit a few switch boxes, find the exit, and you're through.



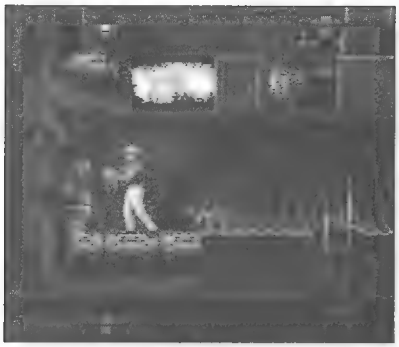


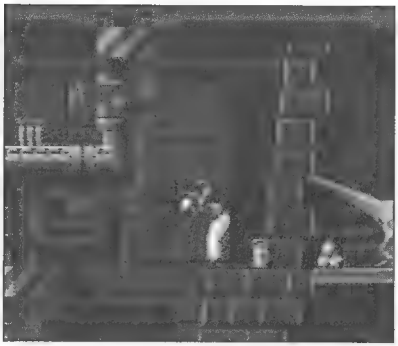
Right off the bat, pick up the Red Darts on your left along with the Gas Grenades on your right. Head right to the edge of the torn corridor and climb up to the left. Next, jump left and climb up the ladder. Now push the green and red switch box in the background to move the latch that's blocking passage up the next ladder.



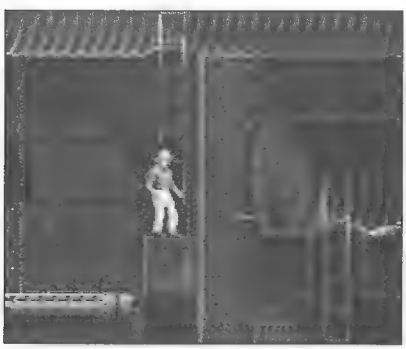


Climb up the ladder and shoot the Critter on your left, then move right to the edge and jump down. Land on the right side of the Triceratops skull and fall from the edge to the corridor directly below. Now, from the very edge, jump to the far right.



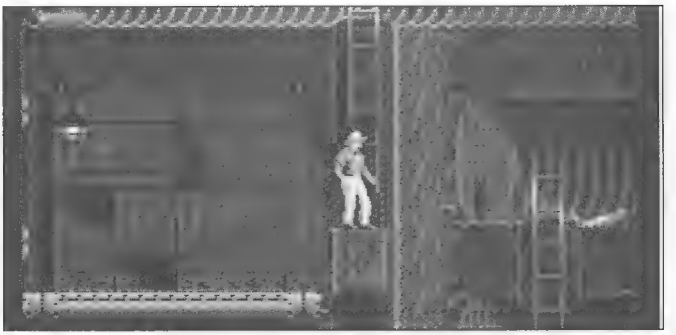


Jump up to the right and climb up the ladder. Go left and turn the valve off, then jump onto the PSI box and climb onto the brick step above. Climb to the top and collect the Red Cross icon.

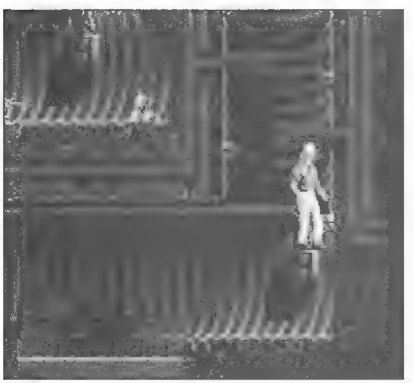


Now go back the way you came and climb down the ladder. Go left and wait for the munching Brachiosaurus to come up. Now jump onto its head and wait for it to go back down. Before the Brach's head is totally submerged, take a step, then jump to the corridor on your right. Jump up and grab hold of the monkey bars overhead. Now climb across and go up the ladder. There's a big wheel clogging the passage. Nudge it and before you slide down after it, wait for it to come to a complete stop below.

Crouch down so you can get a better perspective of the wheels progress, then go right and jump on top of the wheel. Next, climb up two platforms and push the PSI box to the far right.

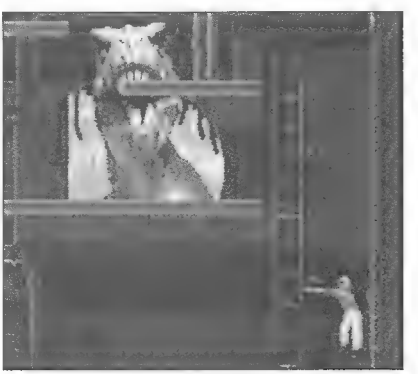


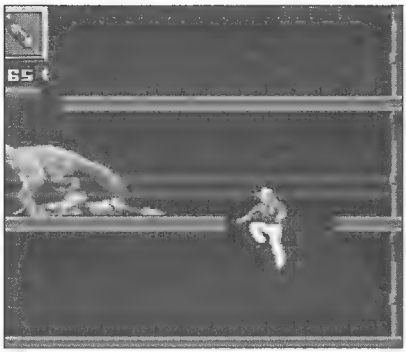
Jump on top of the box and climb up the ladder, head right and down the next ladder. Shoot the Critter on your left, and climb all the way down the ladder and past the mini-corridor. Now jump up and climb across to the right.



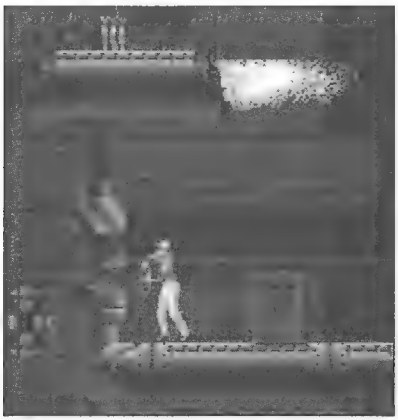
The switch box is timed, so you'd better hurry to the top of this tunnel. Otherwise the latch will shut on you, forcing you to repeat the whole procedure. All you have to do is stand on the left edge of the switch box, and jump straight up to the top, then climb a few ladders. Once the hatch shuts on you, get off the ladder.

There's an irate Rex-head above and it's blocking further ladder climbing. Go to the far right, jump and lob a Red Bomb at it. Climb up the ladder and get off at the first platform. Go left, climb the platform on the right, then jump across to the left. Continue left, then fall down. Now fall right and then go left. And now fall down to the bottom, head left, then climb the platform and go right.

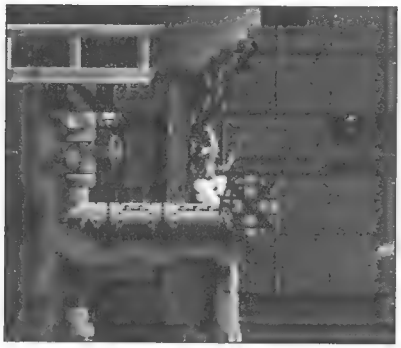




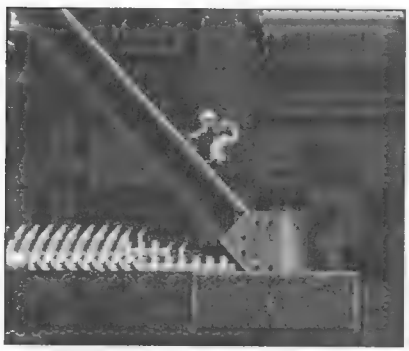
There's a Raptor above and to the left, and he's feeding on the carcass of a Spitter. While the dino's busy feasting, jump up and fire Red Darts at it. Now climb up, then go left, then climb up again, and go right. Finally, climb up and go to the far left.

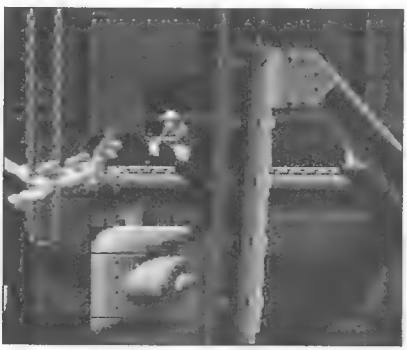


Shut the valve off, and jump onto the PSI box. Then climb up and jump across to the left. Run past the alternating steam nozzle's, then go to the left side of the platform connected to the water tank. Drop through the hole in the floor, but watch out below, there's a Raptor playing opossum. Shoot that cold-blooded Raptor as it rises, then fall off to the right and shut off the valve.

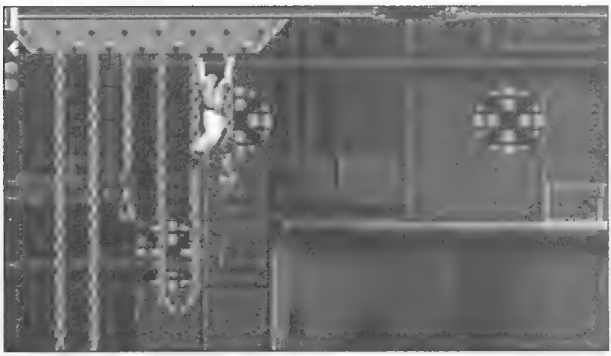


Next, walk to the very edge of the platform, crouch down, then toss a Red Bomb at the Raptor on the platform below. Now jump across to the platform on the right. Turn the valve and run off the edge so you land on the bottom left platform. Now do it again, only this time to the right. Then run to the right and shut the steam valve off. Finally, run off and land on the steel hinge on the left.



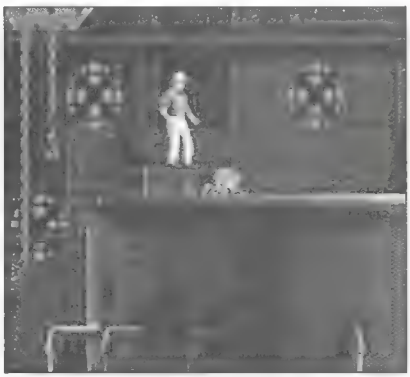


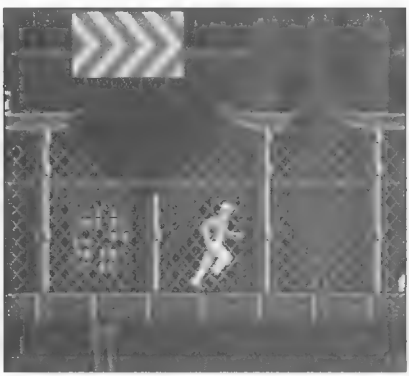
Jump up to the diagonal support beam to the left, then continue left and drop down. Prepare your Red Darts; duck down and fire. You should hit the jumping Raptor dead in the eye. Low on energy? There's a Red Cross to your right. Crouch or walk to reach it.



Drop down and push the switch box located to the left of the twitching Raptors body. Then push up and grab hold of the automated chain pulley. At the top, push right to swing from chain to chain.

Climb to the top of the last chain, then climb to the right until you automatically fall off. This will place you on the edge of the water tower. Next, jump onto the floating wooden box and head right. Jump off the box and run along the platform. Jump the gap, and bomb the Raptors creeping beneath you. Drop down into the fenced area and run all the way to the right, finishing this level.





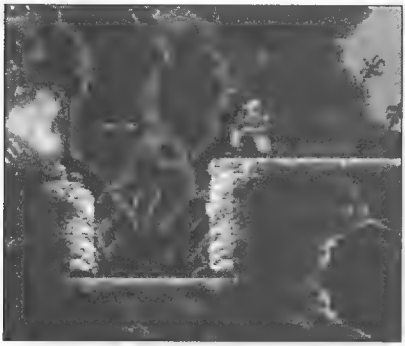
LEVEL 5 THE CANYON

Grand Canyon, Death Valley, arid humidity. Thirsty for platforms and loads of action? You'd best be. Weave through this short interlude and blast these animated reptilians back into extinction.

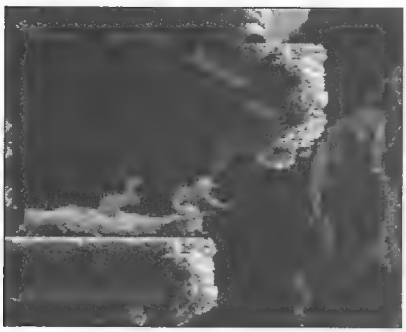
Start this level off by climbing to the top the platform and moving to the right. Proceed right, and you'll come upon a dead Raptor. Not so fast, right when you walk past the beast's head, the lying Raptor will pop up at you. Begin shooting Red Rockets to the left when you reach the point just past the lava eruption, then immediately shoot to the right. A Raptor will attack from the right, after it's ugly twin falls dead. Next, jump to the right and climb up the tier. Finish the climbing motion by firing some darts at the upper right corner of the screen. Blammo! A Pterodactyl will dive headlong into the shots.

Walk to the edge of the same platform and you'll see a Spitter. Move a little to the left and toss a Bomb to eliminate this pest. Continue right and lift some pocket rockets. Climb up and you'll see a Pterodactyl flying overhead; knock it out of the sky with a few darts. Fall to the right, crawl left, fall down three steps, and run into the room to your right.

There's a Critter over to the right and some Red Darts that are out of reach. Throw a bomb underneath the ledge where the darts are perched. The ledge will crumble down, darts and all. Exit the room heading left.

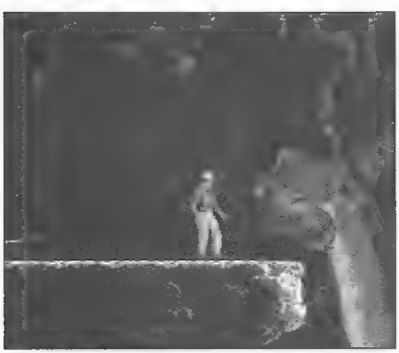


Vibrations from the volcanoes are causing loose stones to fall, so watch out. Shoot before you jump the spiked pit; this will down the troublesome Spitter on the other side. Jump across the next spiked pit, all the while looking out for falling stones. Walk out to the edge, then fire a few Red Darts to the left. Now safely jump across the pit to the thin ledge. Again, jump over the pit to the left. As you can see there was a Spitter waiting for your early shots. Move left, and climb up three steps, then leap past the treacherous gap. Shoot the Critter and then jump across another gap. Ready your Rockets and fall right. Immediately fire right when you land and continue right to the edge.

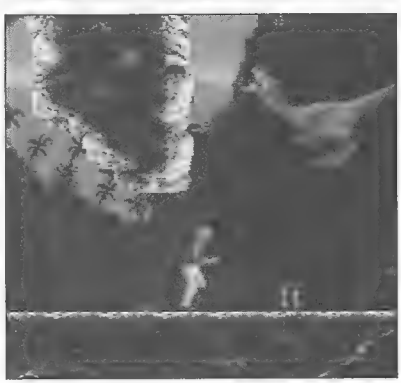


Crouch down here and you'll see a narrow ledge and some Red Darts below.

Fall left and to the ledge. Hurry and crawl past the narrow tunnel and fall left. Now you can get even with the Spitter for the cheap shots in the tunnel. Jump up and toss a bomb at the green-skinned egg layer and pick up some health as well. Crawl into the tunnel on your right and blast the Raptor waiting at the tunnels exit.



Continue right to the Brachiosaurus and fire a Red Rocket to get it out of your way. Next, jump right, shoot the Critter, and toss a Red Bomb at the corner. This will bring down the Red Rocket icon.Now climb up the rope and continue right until a Raptor falls from above.



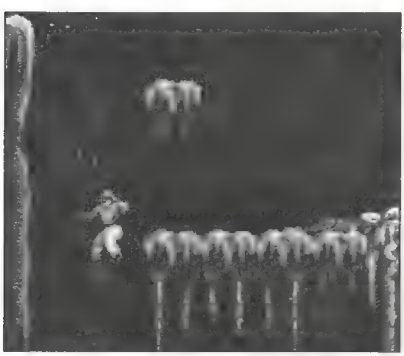
Blast the Raptor and continue right to the Red Cross icon. Jump to the left and drop onto, and through, the fragile rocks (note: the rocks won't collapse until you've picked up the Red Cross icon.) below. Now drip into the volcano.

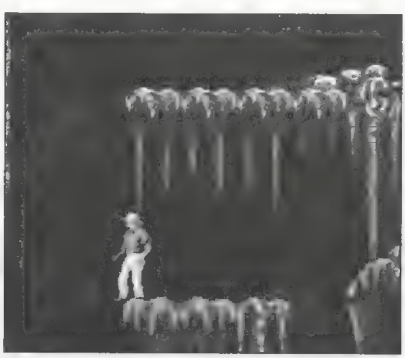
LEVEL 6 THE VOLCANO

Sulfuric smoke, ash, and the smell of brimstone. Isn't this the visual you get when someone tells you to go to hell? Anyway, this walk-through is broken into two parts. The shortcut, and the dreadful long cut.

The shortcut must be a bug, 'cause if you don't pull it off right, you just die. Random luck is way off course from the set pattern of the game. So here it is, uncut, and uncensored.

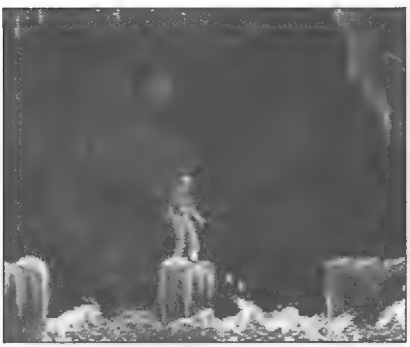
First off, fall left, fall right, and jump to the short slope on your left. You'll slide down the slope and land on a Spitter inhabited platform. Shoot the Spitter and let's begin the difficult part.





Under the Stalactites that are below you there's a platform. Reaching the platform is where the luck comes into play. The only way to land on the platform without dying is by walking off to the left, then immediately pushing right while you fall. After your seventh try you make it to the platform.

Jump to the left ledge and peg the Critter. Run off the ledge and you'll land on another narrow ledge. Directly to your right and below is another ledge. Fall down to the ledge and jump to the right while simultaneously shooting.

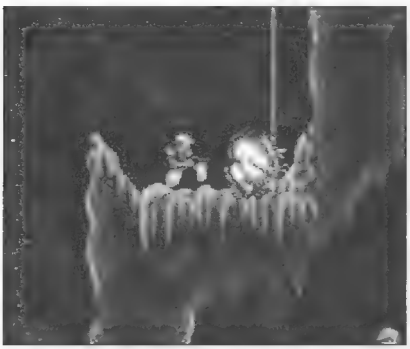


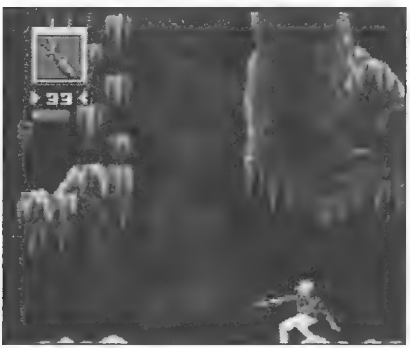
Nail the Critter and jump past the lava to the right. Proceed right and jump to the narrow ledge, then jump to right and run off the screen to complete this level.

Follow the first part of the shortcut up to the part when you shoot the Spitter on the platform. From here, continue to the right where you'll climb up a rock ladder. Climb up a rope and then another ladder. There's a Spitter at the top of the ladder. Plug it with a Red Dart, climb up a tall ladder, and leap from the platform to the hanging stalactites.

Push up on the control pad to grab hold of a stalactite, then fall off of the stalactite to the platform below. Now jump to the stalactites on your right, climb across the stalactites, and fall off to the narrow platform below.

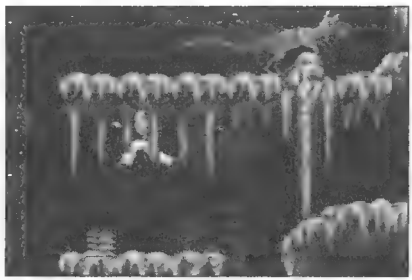
Fall to the left and you'll slide right to a Red Cross icon. Run off the edge to the right and you'll find yourself face to face with a Critter. Climb up the rope and continue right. Hiding near the edge is a Raptor; blast it and continue right. Fall down and quickly shoot the Raptor on your left. Next, slide down a slope and fall to the left. Immediately shoot to the right to nail another Raptor. Continue right and fall, and while you're in the air shoot to the left and you'll hit another Raptor.





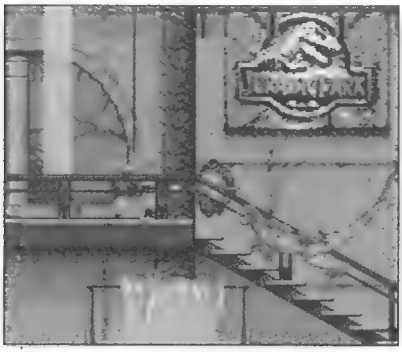
Proceed left and the platform will end in a slide. Slide and quickly jump to the left.

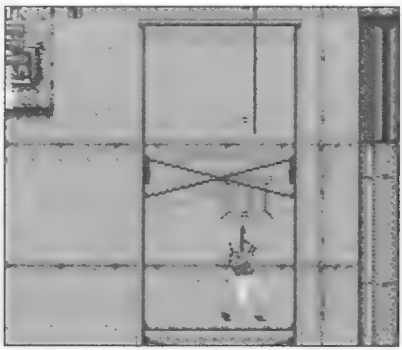
Now slide again, and jump to the left. This should place you on that familiar hard to reach platform from the shortcut. Continue by following the shortcut directions.



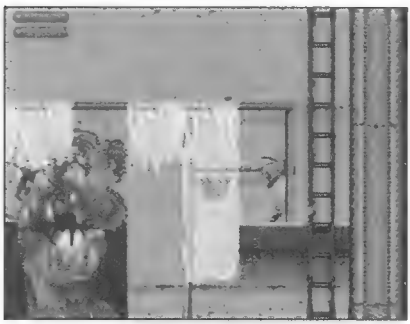
LEVEL 7 THE VISITOR CENTER

Where have all the visiting tourists gone? No sign of human life, and plenty of hungry dinosaurs roaming around. Don't be another statistic! Blast these feeble minded reptiles back to the Jurassic period and forget about signing over the movie rights. All you have to do now is survive.

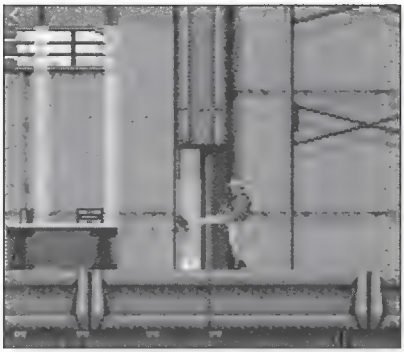




Eliminate the two Raptors in this area permanently by using Red Rockets. Head all the way to the right, until you come upon a box hanging from a wire. Shoot up at the box and it'll drop down. Jump onto the box, then jump to the doorway on your right.

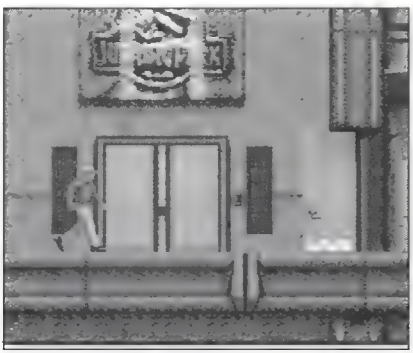


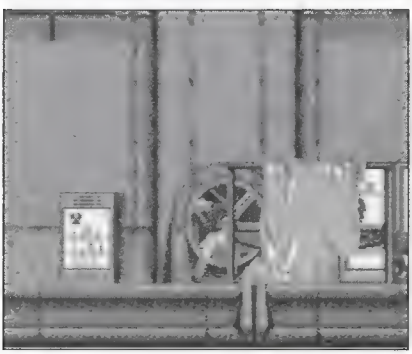
Continue right and leap across the gap. Next, climb down the long ladder and prepare a Red Bomb. Below is a Rex-head waiting for an easy meal to climb into its mouth. Drop a bomb on that creep and then climb down to the bottom.

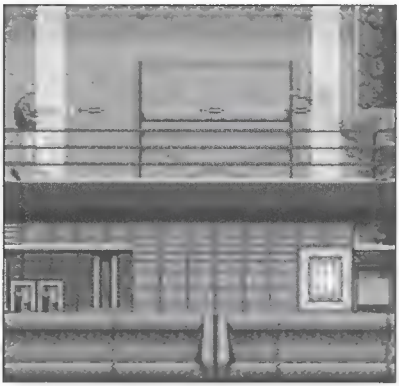


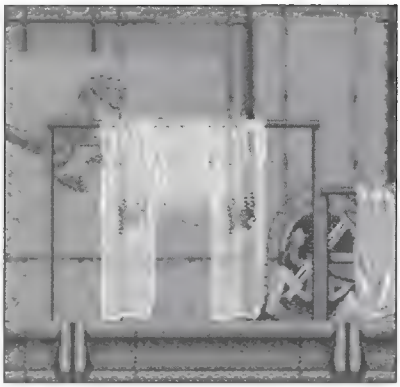
Head left and you'll come upon a closed door. Stand in front of the door and push up on the D-pad to kick it open. Proceed left and after the second door a Raptor will drop down. Blow that suckah' away and keep left. Just past the third doorway, sitting on top of some scaffolding, is a Spitter. Shoot that mug and keep left. Finally, just past the fourth door, there's an elevator.

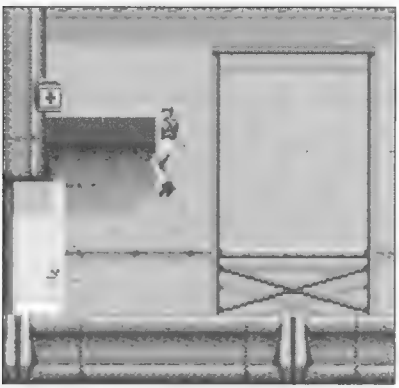
Push the button and climb on in. The elevator will take you down to the next section. Make your way past the door and walk down the stairway. Hiding behind the scaffolding is a Spitter. Spit a rocket at that bastard and continue right. Kick another door through and beware. Loads of dinosaurs are nearby; three Critters and a Spitter to be exact. Go up the stairway and through the doorway to the next section.



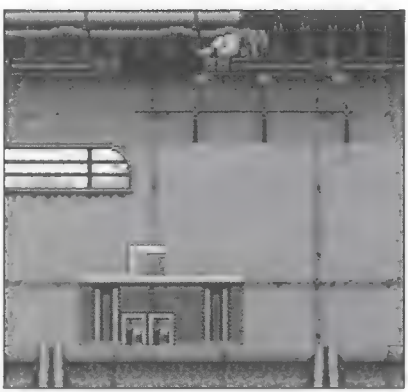




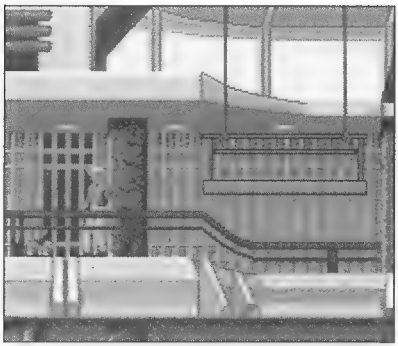


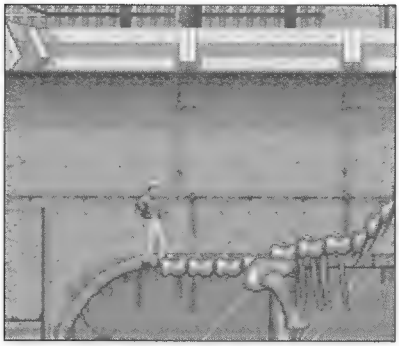


Right off the bat shoot some rockets for added insurance. Continue down the stairway bearing right. Blast past another Spitter and a Critter. Be wary when you reach the white torn curtain, because a Raptor will drop down out of nowhere. Drop that fool and proceed right. Kick the door down and heal any hurts with the Red Cross icon. Go up another set of stairs and through the door to the next area.



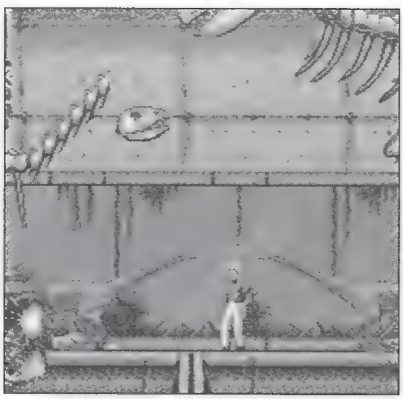
There's a whole mess of disgruntled dinos in this area. Shoot a rocket at the start and you'll nail the first Raptor. Just past the first door is a Spitter, a.k.a. target practice. Pass through another doorway and blast the Raptor located to the right of the information desk, then climb on top of the brown box that's sitting on the desk. Now jump to the right and climb up through the hole in the ceiling. Head all the way to the right, but watch out, there's a Raptor crawling around in this attic.

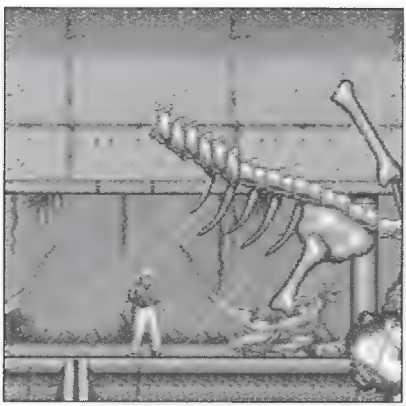




Start off this final area by dropping down to the hanging platform. Then crawl to the left, drop down, and you'll find the Red Bomb icon. Now run to the right and you'll fall onto the back of a skeleton dino exhibit.

Jump up to the head of the skeleton and fall off to the right. This will place you between two Raptors which are invulnerable to all your weapons. Instead of aiming at the Raptors, focus on the two skeletal dinosaur exhibits. Lob Red Bombs at the skeleton on your left until it falls apart.





Next, get close to the Raptor on your right and toss bombs until the whole exhibit comes crashing down on the two Raptors. You've just beat overwhelming obstacles and put an end to this odious outcome.

RAPTOR

General Strategies

Eat the small dinosaurs for extra health. Raptor's voracious appetite can be filled by getting close to a Critter, facing the little hors d'oeuvres, then pushing down on the D-pad and hitting the Select button.

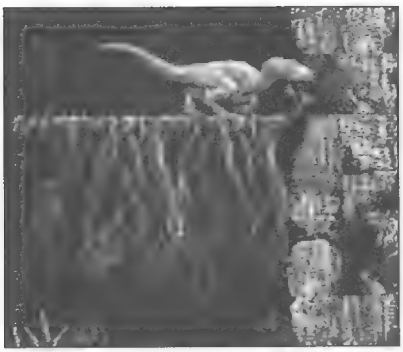
Make use of the Super Jump to reach high places. To do a Super Jump, push up on the D- pad and hit the Jump button.

Get more distance out of a jump by running first. When you run, you can actually jump from a point past the edge of a platform. An air-jump if you will.

Chicken Legs hardly replace lost health. In most cases your better off without'em, unless they happen to be right in your face.

LEVEL 1 JURASSIC PARK

This level is fairly easy and can be passed in a matter of minutes. First off, jump past the spiked pit and hop onto the heads of the two armed scientists. Perform a Super Jump from the edge of this platform and at the top of your jump, push right. This will bounce you off a Spitter and onto the ground on your right. Continue right, all the way to the edge of the platform. Now Super Jump to the narrow platform above. Next, jump to the far right where you'll land on a few scientists.

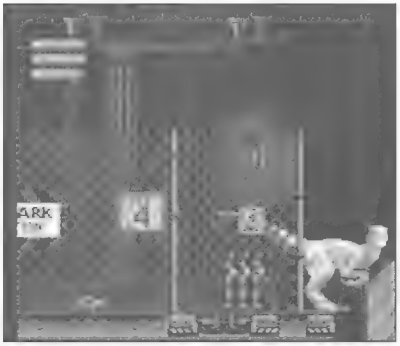


The cave entrance is just to your right, and a Chicken Leg lies within easy reach. Make your way into the limestone cavern and stop at the edge. From here, fall and you'll land safely on the ledge below. Go over to the left and nail that annoying Spitter with your claws.

Gobble up that Chicken Leg and walk out to the edge. Now from the edge, push right and hit the Attack button. The attack leap will allow you to pass over the deadly water and onto the ledge to your right. Chase Dr. Grant to the right and you're done with this very short level.

LEVEL 2 POWER STATION

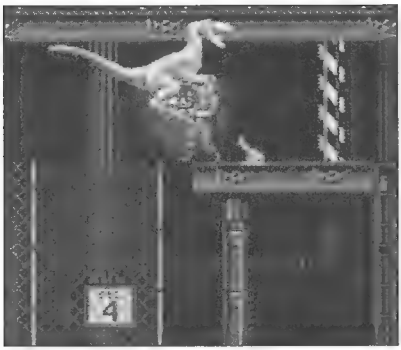
Exiting to this level is only a hop, skip, and jump away. First, land on top of the two hostile scientists with all of your reptilian weight. Next, from the top of the nuclear waste drums, Super Jump to the right.

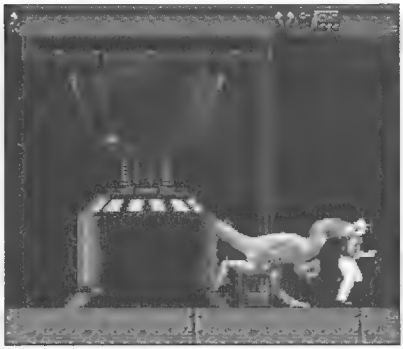


Walk to the edge of this fenced-off platform and jump past the gap to the right. Proceed right and jump past another gap, landing on some industrial cans. From the cans, jump to the platform above and keep right.

Go over to the edge, push down on the D-pad and hit the Attack button. The Raptor will land on a hanging steel beam. Continue right and jump from the edge of the second steel beam. Your jump will take you to a platform that has a gun-toting scientist and a ladder.

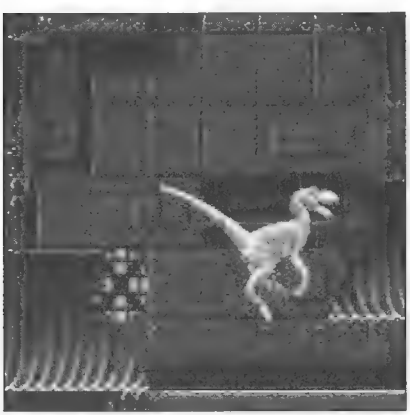
Jump from the edge to another platform with a doorway, then jump from the doorway to the head of a bomb-throwing soldier who's standing behind the section four fence.

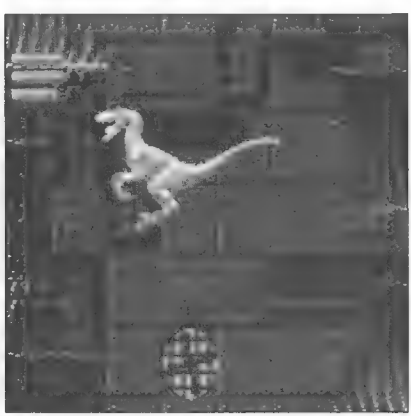




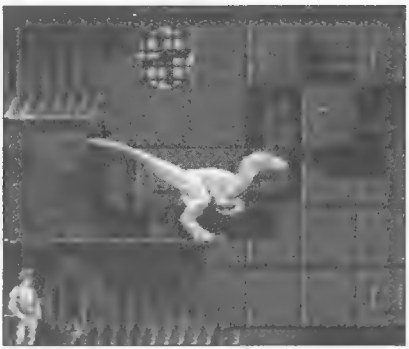
Hop past the gap and land on the other side of the fenced off section. Now, jump up to the right, and claw the purple-clad soldier above. Gobble up that Chicken Leg and proceed by falling left to ground level, where you'll land on top of an unsuspecting Spitter. Run to the right and rip up the soldier in the doorway. Past the doorway is another soldier for you to pulverize. Next, run right through a second doorway and past two electric generators. Finally, chase Dr. Grant off the screen to the next level.

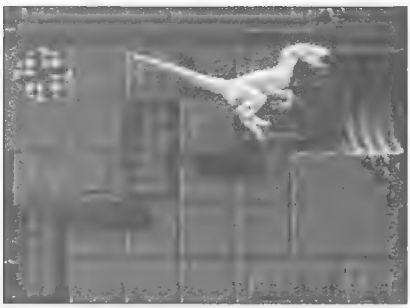
LEVEL 3 THE PUMP STATION



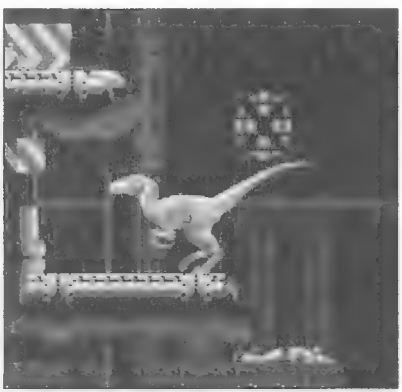


Claw the first scientist and run through the pipe. Run or jump from the edge of the pipe. Next, hold down while hitting the Attack button to jump to the pipe on your left.

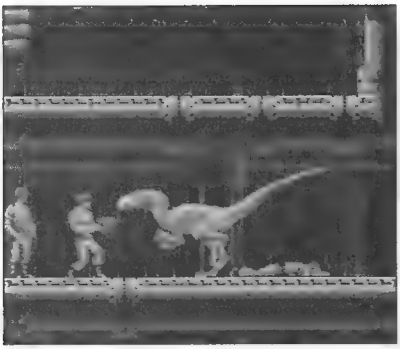


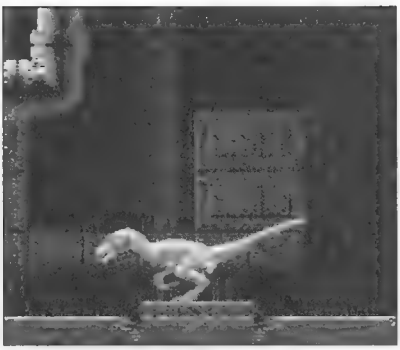


Continue by Super Jumping (hold the diagonal up position to Super Jump in a direction) to the right and climb up onto the pipe. Now, Super Jump onto the pipe on your left. Finally, Super Jump to the pipe on your right.

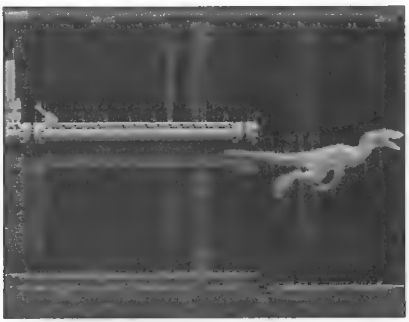


Move right and fall all the way to the bottom floor, then head right and crawl underneath the pipe. Once you're at the edge, wait for the soldier with the electro-gun to release a shot. After the shot has dissipated, jump up and clobber the soldier. Drop back down to the edge, and Super Jump to the right platform. Walk to the edge and Super Jump straight up. At the top of the jump, push left, making sure you kick that pesky soldier on the way. Proceed by Super Jumping to the far right.

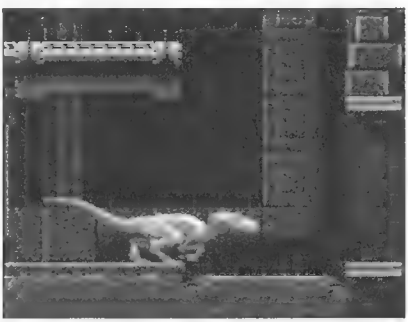




There are four soldiers just waiting to fall like dominos. Jump up and bounce off of each of their hob-nob heads. Now that you're done executing those humans, climb up onto the pipe, and crawl right. Fall down and repeat the procedure with the next four on your left. These guys are quick on the draw, so you might want to run between kills. Now run right off the edge to the left. Trust me, you'll land on a floating platform.



Jump onto the platform on your right and walk close to the edge (about a centimeter from the edge). Feeling hungry? There's a Chicken Leg on the pipe above. The only way your gonna' jump to the next platform, without bumping your head on the pipe above, is by holding down the D-pad and hitting the Attack button. Now jump to the platform on your right. Push left before you shoot past the platform, so you don't over shoot it. The next three platforms are narrow ones, so be cautious when you jump from the left side of each platform. Was that tough? Well the next one's easy. Go out as far as you can to the edge, and push down while you hit the Attack button. Creep out to the edge and do it again.



Inside the brick house, jump past that rancid green water to the right, and also push down and attack (make sure you're about an inch from the edge). Chomp down on that Chicken Leg, and Super Jump to the right. Run to the right and a scared Dr. Grant will flee off the screen.

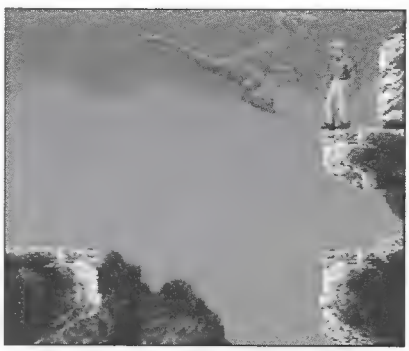
LEVEL 4 THE CANYON

This stage is very brief. Brush past this stage in mere minutes by following our helpful hints.

Run to the right and strike the scientist with a paw full o' claw. Fall down to the right and walk out to the edge. Now jump out to the thin peak on your right. Next, jump to the ledge on your right and run to the thin peak. Jump onto the column, but watch out. This is a Pterodactyl crossing. Jump to the right and continue in that direction. It's best if you Jump Attack here, due to random swoopings.

From the edge, jump and you'll land on a ledge where you'll meet a jumpsuit-wearing scientist. Send the Raptor into a frenzy and slay the scientists and his comrades as well. Face it, it's either you or them, and you're definitely not the one that's gonna' end up in the heap. Go all the way to the right, and Super Jump straight up to where you can get a claw-full of ledge.

Run over to the right and long jump into the vast space. Hey, wait a second, is that Dr. Grant standing on that precipice? Oh well, too late now. You'll have your chance to get a taste of him in the next level.

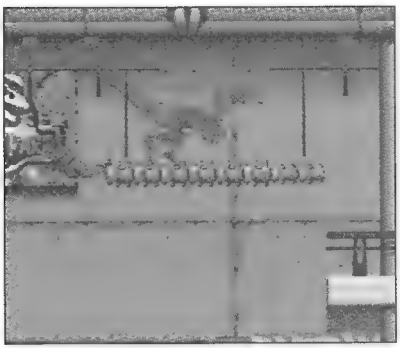


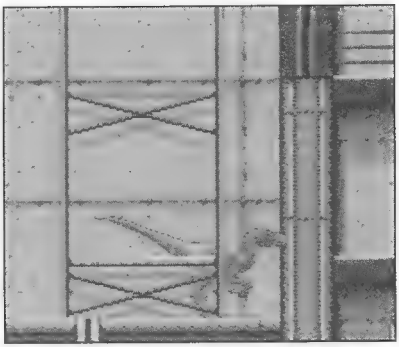
LEVEL 5 THE VISITOR CENTER

Well the trail has you to this center. Why Raptor would go to these ends to find Dr. Grant, when it could feast on any other human, I wouldn't know. Maybe it has something to do with the special A.I. that was programmed into this cart?

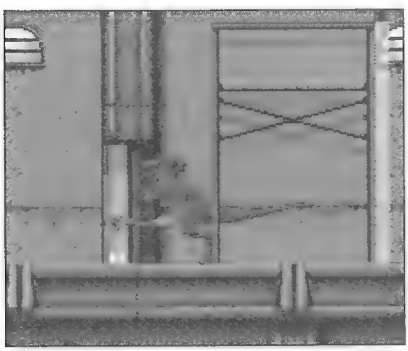
This level is the longest, since it just happens to be the last. To simplify matters, it has been broken down into four areas. You'll need to pass the first two areas without losing more than one man per area. Otherwise, you'll find reaching Dr. Grant nearly impossible.

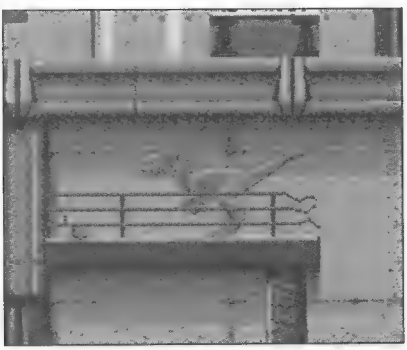
Area 1

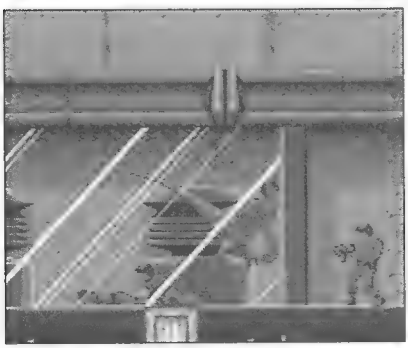




Run to the right and jump into the soldier standing atop the hanging spine exhibit. Continue right until you reach the scaffold located at an apparent dead end. Super Jump up into the doorway above and proceed right. Now fall down and head all the way to the left. Soldiers will impede your progress every step of the way. The best way to eliminate these dummies is by running, then attacking when you're in front of them. Attack from nowhere and they won't know what hit'em.

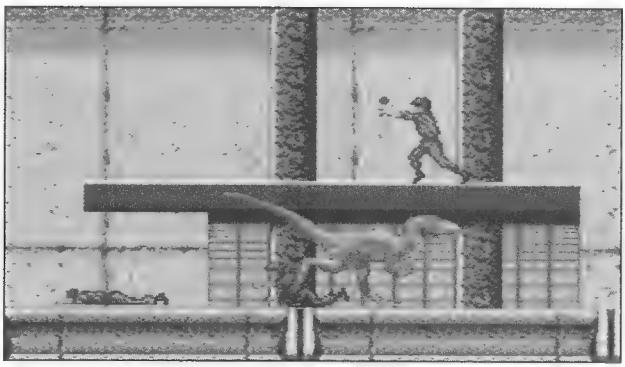






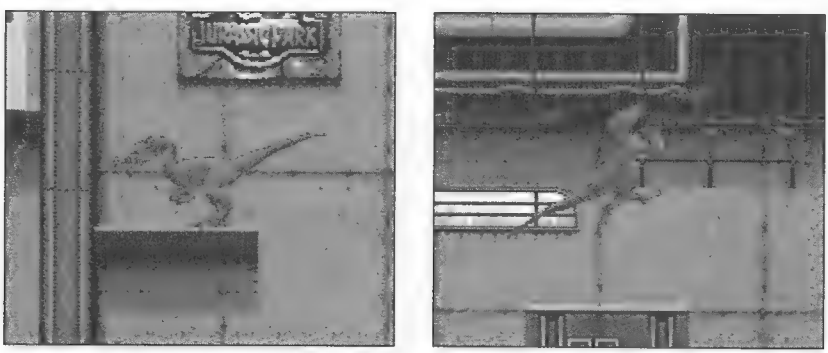
Open any doors blocking your path by pushing up on the D-pad. Once you've reached the far left, drop down and continue all the way to the right. Here's a good area to restore some health; grub on two small dinos and a tasty Chicken Leg. To exit this area blow past the soldiers that are behind the spotless window.

Area 2

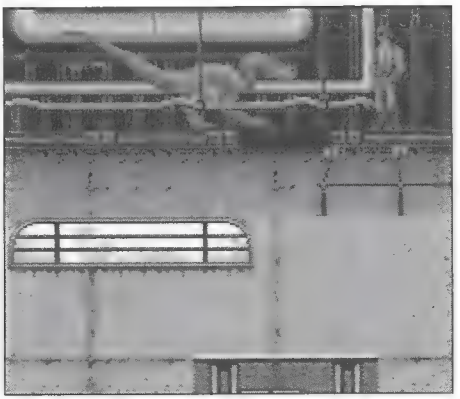


Sprint all the way to the right. When you're faced with the option of going under or over the platform, go under. That way the soldiers on the floor won't shoot you in the back. Dead-men don't back-stab. Once you get past the door and take out the Spitter, jump up onto the last platform, and pounce on the Electric Gun-toting soldier. Continue right and you're done with this area.

Area 3

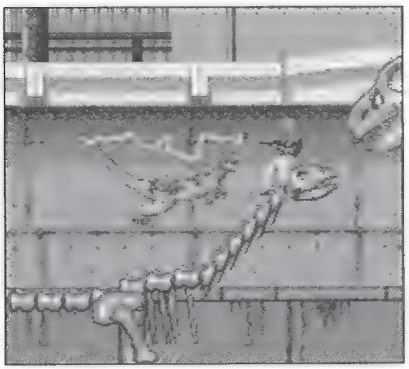


Jump up onto the platform on your right and take a chunk out of the Spitter. Next, jump to the left and dine on a Critter. Finally, jump to the right and push through the door. Keep right, pushing through doors, and attacking brethren reptiles as you go. Do so until you reach the area with the hole in the ceiling and a little dino to the right of the hole.



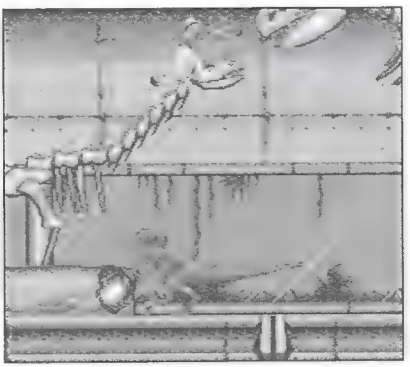
Climb up through the hole and proceed to the right. Waiting on the other side of the next hole is a soldier. He has two different weapons, a Rocket Launcher, and an Electric Gun. Crawl to the edge of the hole when the soldier fires his Rocket Launcher. If he's firing a bolt of electricity, stay back. Right when he fires a rocket over Raptor's head, immediately perform the Crouch Attack. Continue right past another hole in the ceiling and onto the final area.

Area 4



Run over to the right until you fall onto the back of the dinosaur skeleton. Dr. Grant is just to your right, and he's wielding an Electric Gun that'll keep you at bay. Instead of the frontal assault, take the alternate route. Drop down to the left and jump onto the stone foundation of the skeletal structure.

Now fall to the right and begin attacking the stone base while you avoid Dr. Grant's bombs. Move to the right side and wait for Dr. Grant's arm to pull back in a throwing motion, then immediately run to the left to get out of range of the explosion.



Then head over to the base of the skeleton and damage it. Hit both sides several times and the whole thing will collapse along with Dr. Grant. Grant will run off the screen and Raptor will sneak into a crate aboard a ship headed for the mainland.

PASSWORDS

Here are the passwords for both Dr. Grant and Raptor. Every password listed for Dr. Grant will give you access to 60 units of ammunition for every weapon. Nice.

DR. GRANT

Difficulty Easy

Level 1 0VVVVVTO
Level 2 2VVVVVTQ
Level 3 4VVVVVTQ
Level 4 6VVVVVTS
Level 5 8VVVVVTU
Level 6 AVVVVVT2
Level 7 CVVVVVT4

Difficulty Normal

Level 1 0VVVVVUP
Level 2 2VVVVVUR
Level 3 4VVVVVUT
Level 4 6VVVVVUV
Level 5 8VVVVVU1
Level 6 AVVVVVU3
Level 7 CVVVVVU

Difficulty Hard

Level 1 0VVVVVVQ
Level 2 2VVVVVVS
Level 3 4VVVVVVU
Level 4 6VVVVVV0
Level 5 8VVVVVV2
Level 6 AVVVVVV4
Level 7 CVVVVVV6

RAPTOR

Difficulty Easy

Level 1 G21G0014
Level 2 I21G0016
Level 3 K21G0018
Level 4 M21G001A
Level 5 021G001C

Difficulty Normal

Level 1 G21G0025
Level 2 I21G0027
Level 3 K21G0029
Level 4 M21G002B
Level 5 021G002D

Difficulty Hard

Level 1 G21G0036
Level 2 I21G0038
Level 3 K21G003A
Level 4 M21G003C
Level 5 021G003E

CHAPTER

6

Lethal Enforcers

by Konami

Game Type: Shooter
Difficulty: Hard
Players: 1 or 2
Save: Limited continues

WHAT'S GOING ON?

Are you good enough of a "sure shot" to clean up the city of gun wielding thugs? Here's your chance to get rid of organized crime in your city, from the comfort of your home of course.

STRATEGY SESSION

General Strategies

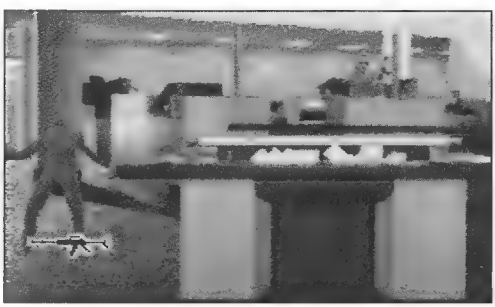
* The most important of all rules is to not shoot innocent bystanders! Shoot just one innocent bystander and you'll have to play the level all over again.
* Reload whenever you have a chance, even if you have spent only one round.
* In some levels the enemy blends in with the background. For example, if the enemy is wearing a grey suit, that suit might not show in front of the background. The enemy will seem invisible, this can be very deadly.
* The best gun to get is the Shotgun because its big spread makes it easy to shoot targets on screen.
* The most difficult targets are the enemies that appear on the sides of the screen. They are hard to see and hit.
* Shoot the enemy in the order that they appeared on screen. The longer an enemy stays on screen, the more likely it is you'll get shot.

STAGE 1: THE BANK ROBBERY

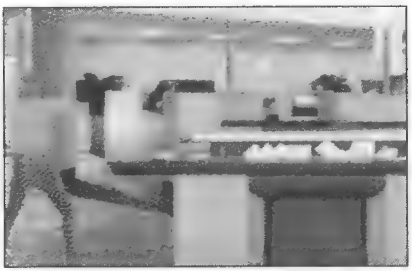
Section 1: Inside the Bank

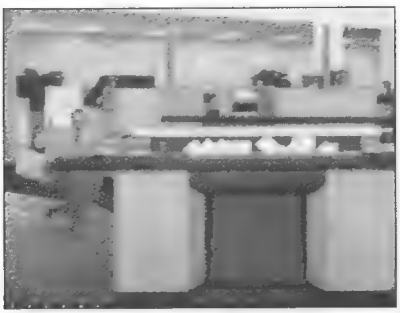
Robbers are hiding all through the bank. They appear from behind the the bank tellers' counters, they pop up from behind the table that holds the deposit slips, and they even impersonate innocent bystanders.

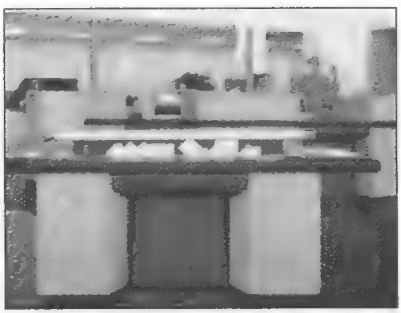
Just after the first wave of robbers, one will drop an Assault Rifle. You'll only have a few seconds to pick it up before it disappears from the screen.



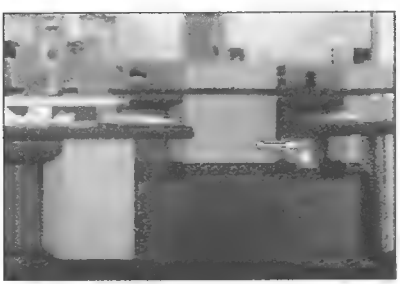
After picking up the rifle, don't shoot the patrol man that appears on the left side of the screen. Innocent bystanders will also appear frequently in this section. Remember this is a bank. Banks always have lines of people. Innocent bystanders will usually yell for help. So if you here someone in trouble, take a split second before you shoot to determine whether your going to shoot a robber or an innocent bystander. Be careful when shooting at targets behind the bank tellers' counters, you might accidently shoot a bank teller.

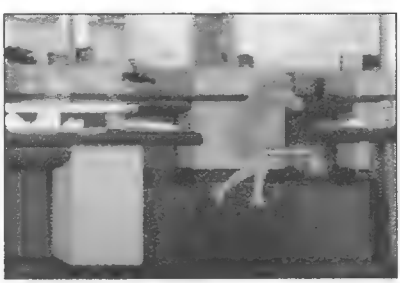






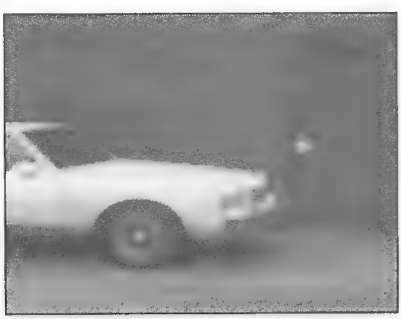
The screen will then shift to the right. In this area of the bank you'll find a Magnum and a hostage situation! To rescue the hostage you'll need really good aim. Shoot for the head of the bank robber. If you hit him the hostage will be set free. Miss and hit the hostage, well then you'll be playing this level over again.

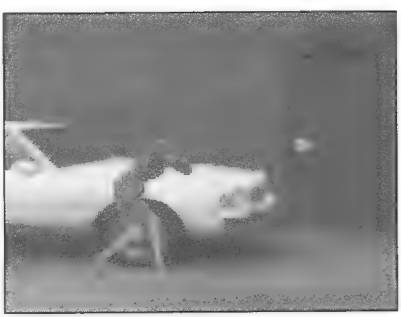




The screen will once again shift to the right. You'll shoot a lot more bank robbers. Innocent bystanders will shuffle across the screen. Then, from the right side of the screen you'll see what appears to be an innocent bystander. This guy is wearing a brown jacket. He'll stroll onto the screen, turn and shoot. Take him out before he has a chance to shoot at you.

Section 2: The Back Door





In this section there are three places for the robbers to hide. Behind the door (the door will swing open every once in a while), the dumpster, and the get away car.

You better not be trigger happy. The first potential target that appears is an innocent bystander. A patrol man will appear on the right side of the screen.

When the back door opens you'll be able to get an Automatic, if you can shoot the bank robber and then the gun. You'll have to be quick to avoid being shot.

The screen will shift to the right. Keep an eye on the dumpster! Don't let the enemy surprise you, you surprise them.

Section 3: The Get Away

In this section you'll be shot at by robbers that are shooting from their get away vehicles. Keep your sights on the windows of the cars.

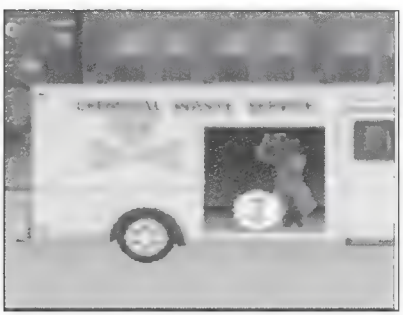
The first car is a white, two-door sedan. When the back door on the passenger's side opens, shoot the robber and then shoot the Magnum for extra fire power. After the car goes away, another will take its place. This time it's a grey, two-door sedan. For some extra points, shoot the tires.

The next car to come along is a red Trans-Am. Before you get too into aiming for the window, take care of the guy on the motorcycle or he'll shoot you. There is only one place that the robbers will appear. That place is the window of the Trans-Am.

It couldn't get much easier than that. After the Trans-Am you'll face the boss.

BOSS: CHEMICAL WASTE VAN

Concentrate on hitting the guy that is shooting at you with the rocket launcher. Two important rules that you should follow. Number one, shoot down the rockets!



Rule number two is, keep track of your ammunition. You can't do squat unless your gun is loaded.

Keep firing at the dude and eventually you'll knock him out of the van.

STAGE 2: CHINATOWN ASSAULT

Section 1: China Inn

As soon as you hit the streets of Chinatown, gang members will show their faces. However, be careful because a patrolman appears from the right side of the screen. You can mistake him for a gang member, since they both wear blue uniforms.

The buildings are infested with rats, but not the rodent type. Keep your eyes on the windows for knife-throwing gang members and deadly femme fatal. Keep in mind that bullets can deflect the knives that are tossed at you.

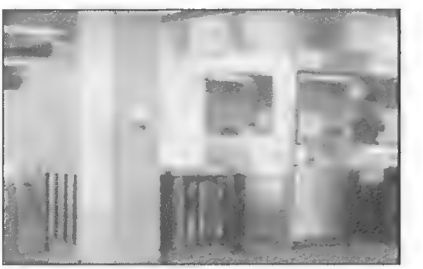
After a short while, a chicken will come running from the right side. You can shoot it for extra points. If you shoot the Chef that is chasing the chicken you'll be penalized by having to repeat the given level. After the chef leaves the screen, a little old man will walk across the screen. It's not nice to kill old people.

The little old man won't even make it to the other side of the screen before another innocent bystander pops up from behind the parked car.

The screen shifts to the right, revealing a bonafide Shotgun. Watch the octagon-shaped window on the right side of the screen, gang members will pop-up wearing grey suits that blend in with the background which makes them hard to see.

Continue to shoot it out. The screen will continue to shift toward the right. Then, it will shift back to the left to the China Inn. Make sure you don't shoot any innocent bystanders. Then, head on toward the Subway.

Section 2: Subway Turnstiles



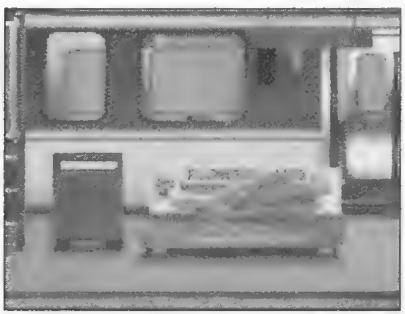
You've chased the gang down into the subway. Gang members and innocent bystanders appear more frequently down here, but they're easier to see. Keep in mind this is a subway and subways are public transportation. Innocent bystanders will also appear frequently.

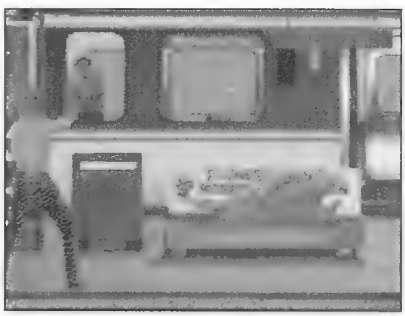
A patrolman will arrive to back you up. Most likely, if you have an itchy trigger finger, he'll get a bullet in his back.

The screen will shift to the right and reveal a Magnum. Pick it up for the extra fire power. A gangster wearing a grey suit will step out from behind the column in the middle of the screen. Just because he has his hands up doesn't mean that he's gonna give up. Shoot this guy because he'll shoot you.

At the far right next to the ticket agents window, a man wearing grey will appear. He points something at you, but it's not a gun, it's a camera. Don't shoot this guy, all he wants is to take a picture of you.

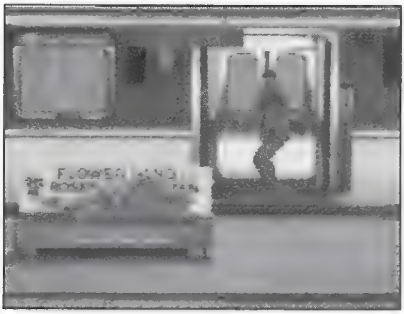
Section 3: All Aboard





There is a homeless man sleeping on the bench. When you're shooting the enemy take careful aim so that you don't hit the sleeping homeless dude.

The enemy will appear both inside and outside the train and so will the innocent bystanders. Pay close attention to what you're shooting at. Another patrolman will appear down here. Sometimes the screen will be full of innocent bystanders.



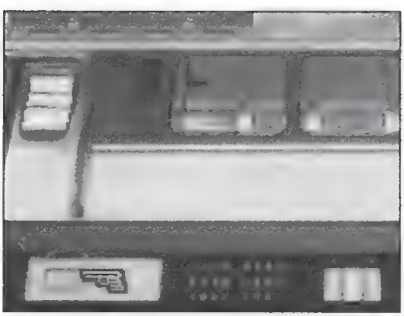
This is a very hectic situation, probably the toughest section of the whole game. Bystanders keep appearing left and right. Tourists usually travel the subways, before you shoot take a quick second to see what exactly is being pointed at you.

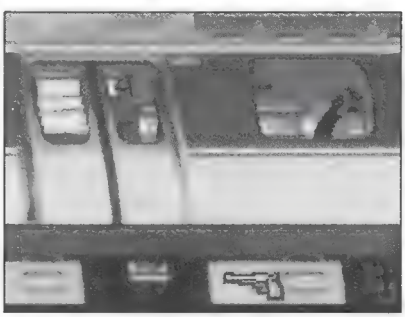
When the screen shifts to the right, an enemy will drop an Assault rifle.This is not the best weapon to use right now. If an enemy appears in front of the homeless man and you shoot the enemy with the Assault rifle, the bullet will travel through the enemy and kill the sedate bystander.

The screen will once again shift to the right, numerous acrobatic gang members will flip onto the screen. Quickly blast them out of the air, allowing them to land is quite fatal.

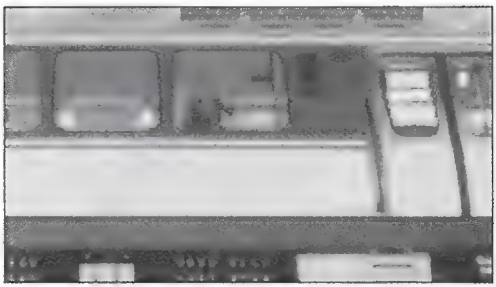
Section 4: Train Ride

There's an Automatic weapon as soon as you start off this section. The screen will shift to the right to reveal a Magnum revolver.

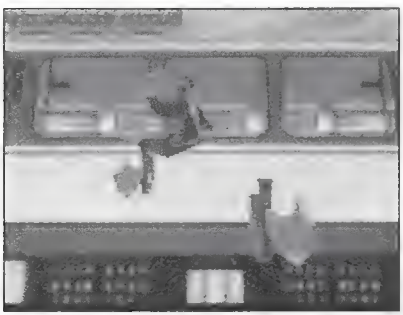




The train is full of commuters, and businessmen with the same kind of suits as the gang members. Before you pull the trigger, take a split second to identify your target.



BOSS: SWORD MASTER



This boss has the same pattern as the boss from level 1. Instead of a rocket launcher, this guy throws swords at you. You can shoot the oncoming blades with your designated weapon. Continuously shoot him in the upper body until you knock him out of the train.

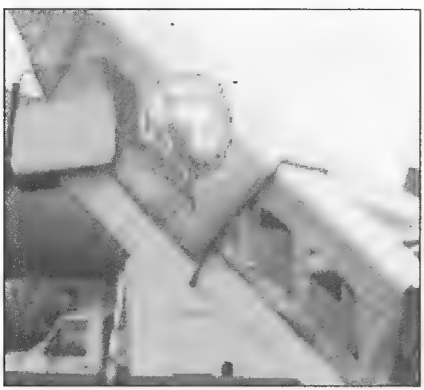
STAGE 3: THE HIJACK

Section 1: The Airport

A jet liner is being loaded with precious cargo. Your objective, keep your gun full of ammo, and protect all innocent civilians with your life.

At the very beginning pick up the Uzi submachine gun located at the bottom left corner of the screen. Then cause some serious damage, don't hesitate to shower the hostile terrorists with lead rain. Remember, you can't reload this weapon, so pay close attention to your supply of bullets.

The screen will slowly scroll right, then stop. Shoot the Automatic handgun; 12 rounds in a clip! Oh well, who's counting anyway. An innocent bystander will walk out from behind a two tone loading truck. Walking casually into the midst of a deadly shoot out is pure lunacy, or maybe this pilot is just highly intoxicated. Regardless, make sure you don't remove his head from his shoulders.Moving along accordingly, the screen will flow to the right, then stop in front of a boarding terminal. Terrorist alert, pick them off as fast as you can, they'll pop up in the windows, underneath the plane, and up in the open boarding entrance. Watch the area underneath the jumbo jet, towards the left side enemies will sometimes appear right behind each other. Right after you peg the grenade chucker, you might be surprised by an assault rifle carrying terrorist.



Section 2: Cargo Bay

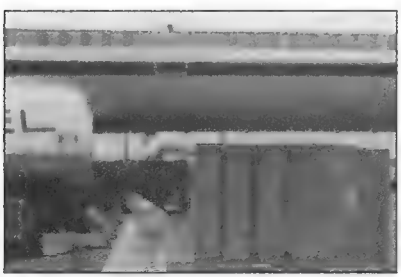
The luggage being loaded onto the airplane, happens to be a heavy duty 357 Magnum. Pick that puppy up quick style, and punch big holes into any would be terrorist.

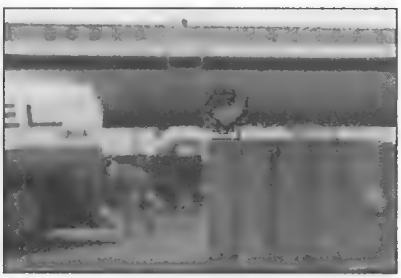
A cry of distress "help me", will be heard. Watch out for this passenger as he ducks his head and runs for cover. One of the loading crew will sidestep on out with his hands up. He's obviously not as sensible as the other guy.

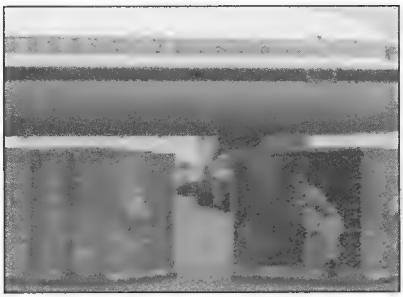
The screen will continue right, then stop. Another hostage will flee to the left. Continue gunning down tumbling mercenary's and gas mask wearing terrorists.

Section 3: Fuel Tanks

Immediately shoot the Shotgun and administer death with this fine tuned thunder stick. A fuel crewman will slip past the gap in between the large cargo crates, towards the safety of the parked petrol truck.





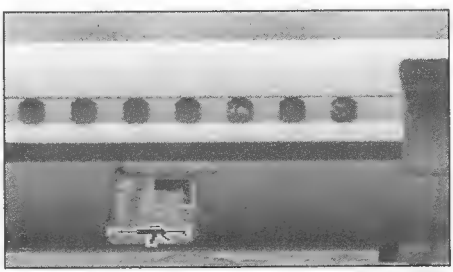


The screen will shift right revealing the rest of 2nd crate. Hiding inside the 2nd crate, is a machine gun toting goon wearing a bullet proof vest. As soon as the front door to this crate opens, hit him with four well place shots to the chest. A short while later another one of those loading crew guys will run to the right.Moving towards the right you'll now see a catering vehicle. Finish off any remaining terrorists and close in for the round up.

Section 4: Plane Ready for Take Off

The screen will move from the nose of the plane slowly towards the tail. Scan all passenger windows, and loading hatches for possible targets. You'll need to be accurate with your shots in this section. Let loose with your reliable six shot, and don't worry about wounding any of those innocent bystanders. There aren't any hostages aboard this doomed flight. They're all most likely safe en route on a 747 to Maui.

In the open Hatch to the left, shoot the awaiting Assault Rifle. Squeeze the trigger, and send bursts of high caliber rounds cascading into the enemy.



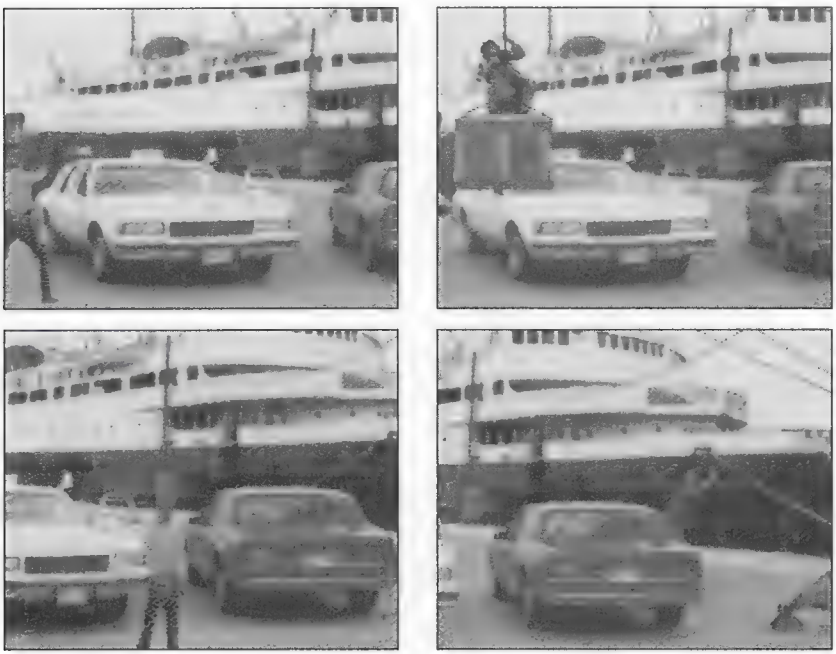
BOSS: SADAM WHO?

This boss is as tough as his namesake. Sadam wields an Iranian Rocket launcher, and will enact a simple hit-and-run pattern. Meaning, every time he's hit twice he'll hide behind the planes wing, simultaneously destroy all rockets headed towards you, while working in 2 well-aimed shots. An easier method is timing his appearance, and shooting him twice before he fires his Launcher at you. Working in tandem with this crazed terrorist leader are his gun laden lackies. Your gun should be smoking by the time you finish off this sorry sort. It will take a total of 14 shots to the dome to fell this third world country tyrant.

STAGE 4: THE DRUG DEALER

Section 1: Dock Parking Lot

Watch for the enemies that pop out from behind the cars. A patrol-man will appear on the left side of the screen just after you start the stage.

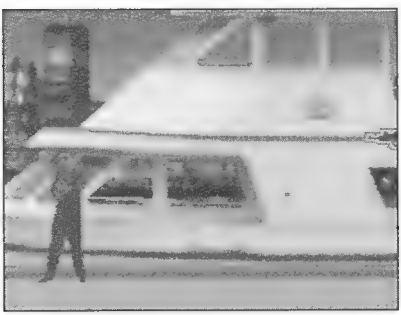


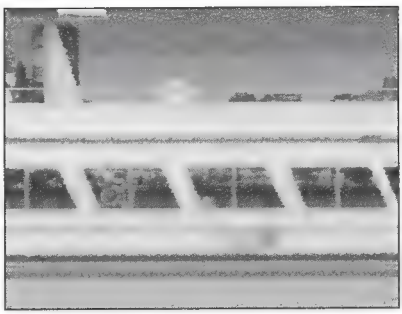
Criminals are not smart, look out for the dummy that will ride across the screen on a crate.

When the screen shifts to the right, another patrol-man will appear. Don't shoot him in the butt!

At the base of the crane that is loading the crates you will find a Shotgun.

Section 2: The Yacht



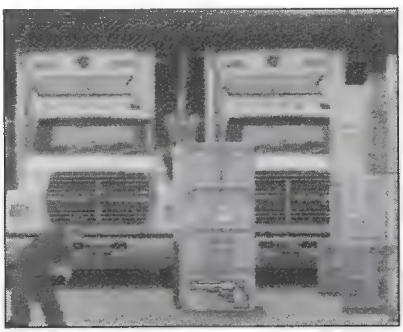


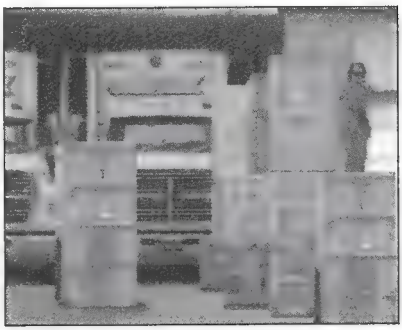
A yacht will scroll by, enemies will appear from all sides of the boat and on land. You can arm yourself with an Machine gun early on in this section.

Sometimes the gang members will be inside the yacht. They're the ones to look out for.

Section 3: The Warehouse

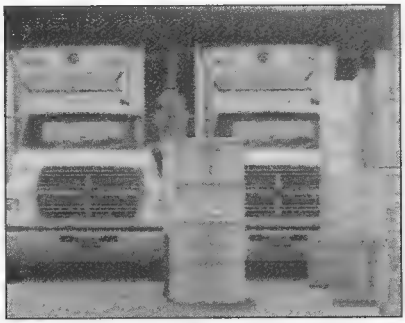
Magnum Force can be had right away. Make sure to take care of the enemy first.

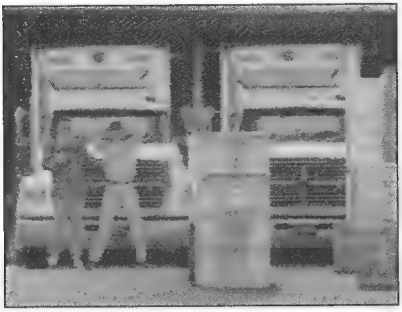




There are lots of boxes for the enemy to hide behind. Don't let them surprise you. Enemies will also appear between the trucks.

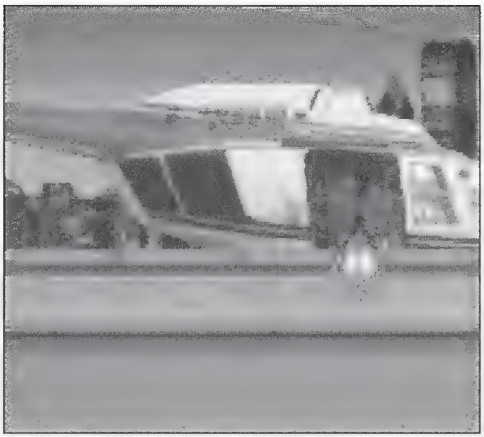
You'll encounter a sticky situation about half-way through this section. A gang member is holding an innocent bystander hostage and it's up to you to save him.





The screen will shift to the left. After battling it out with more gangsters, a big guy holding two guns will appear from the left side of the screen. It will take you about 12 rounds to knock this guy down. A fast trigger finger will help you. Kill him and you'll go on to the next section.

Section 4: Freeway Shooting



Just like in the first stage, you'll be shooting at enemies that appear inside cars. Keep your sights on the car windows. Shoot their tires for extra points.

The first car to appear is a red Trans Am. The second car is a two door sedan. The third car to appear is a white two door sedan. When the the back door opens, shoot the enemy and then shoot the Magnum power up. After the fourth car you'll fight the boss.

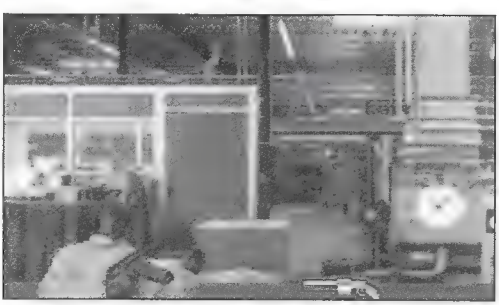
BOSS: HELICOPTER

This boss has a similar pattern to the rest of the bosses in this game. There is a guy that is sitting in the helicopter that will be shooting missiles at you. Don't go for the dude, except for the missiles. Instead, shoot the helicopter. Here are all the spots to shoot for.

STAGE 5: CHEMICAL PLANT

Infiltrate and take out this crooked cocaine installation. Unleash your Justifier in unbridled fury. There won't be a sign of any innocence during this stage, just quick reflexes and an itched finger.

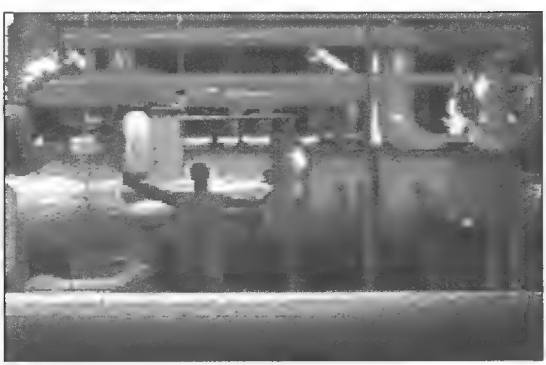
Scene 1: The Factory



Right when the stage begins, you will find a packaged gift riding atop the tractor belt. Heft this heavy barrelled weapon and release a series of explosive shots upon the given cannon fodder. Note, the Grenade gun like the Uzi has limited ammo. There are all sorts of visual obstacles in this first phase.

Well aimed shots are a must, as you will have to shoot in between poles and verticle pipes. Watch all possible barrier corners for lurking drug runners. The most difficult gang members to shoot are the ones up on the single file walkway. Shoot them down before they hide in between ceiling support rods. The screen will now shift to the right, continue smoking the goons and watch every crook and cranny with sharp eyes.

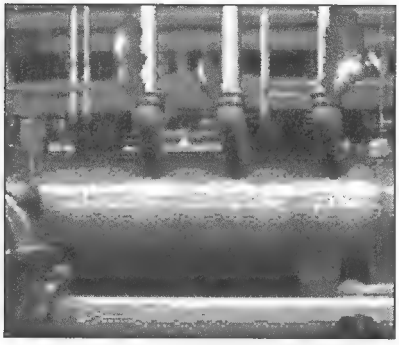
Scene 2: Boiler Room



Pipe dreams are for dozers, anyways, shoot the three pipes connected to the larger pipe and clouds of steam will billow out. Not only have you caused a diversion, but you've also managed to shutdown the cocaine cooking fires. As the screen moves to the right you will see a steam conrtol gauge. Shooting the gauge will further disrupt the drug lords nefarious plans. Abit more to the right is yet another connecting pipe. shoot this out as well.

Scene 3: Munitions Depot

Heavily armored mini tanks equipped with an auto tracking rocket launcher will roll out. Take out the rocket launcher with 6 marksman shots and allow the unarmed tank to roll off screen.

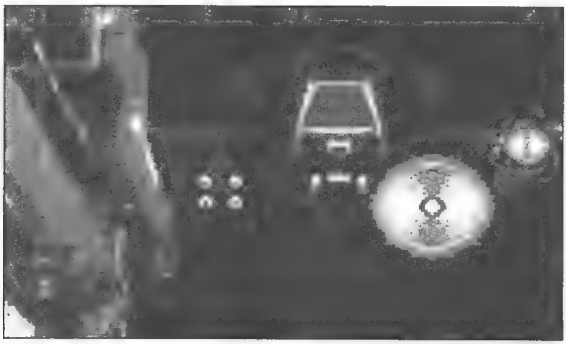


The hazardous materials in the labled metal cannisters will become volatile, causing a tremendous explosion. Lights out, literally speaking of course. Don your nightvision goggles and plug unsuspecting gang members with your standard department issued piece.

Boss: Assault Chopper

A .38 revolver plus a handful of bullets is supposed to take down a helicopter specially designed to take a hit from a L.A.W. and keep on tickin. You've got to be kidding.

The only way you're going to bring this chopper down is with systematic key shots to weak points in it's armor. We'll break it down for ya.



Point 1: Cluster Missles located on both sides of the inner wings. Shoot each one four times.

Point 2: Multi-Rocket Launchers located on both sides of the middle part of the wings. Shoot each one four times.

Point 3: Sidewinder Missles located on both sides of the wing tips. Shoot each one four times.

Once you've disarmed the helicopters warheads, the pilot will reveal himself. Hanging from the belly of the aircraft is a gatling gun. Focus on destroying the gun first before dealing with the pilot.

Pilot: Kadaffy is one tough dude. In fact, he's so tough your bullets will tickle him silly. Shoot him and he'll mock you with manical laughter. After which he'll aim his handgun at you and fire. To prevent return fire from this homicidal loon, hit him with a shot between his eyes right as he aims his gun. Once you've emptied a number of handy quickloads, Kadaffy will eject and his craft will crash and burn.

You've done it, not only have you proved yourself a true marksman, but you've managed to cure the world of some of it's diseases.

CHAPTER 7

Madden '94

by Electronic Arts

Game Type: Tournament
Difficulty: Moderate
Players: 1-4 competitive/cooperative
Save: Battery Back-up

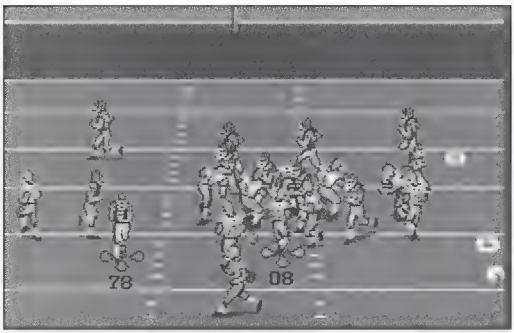
WHAT'S GOING ON?

One of the major complaints of the John Madden Football series was that the computer opponents were not very challenging. The people at EA Sports addressed the problem in John Madden Football '94. And while the teams are not the Dallas Cowboys, they do offer stiffer resistance.

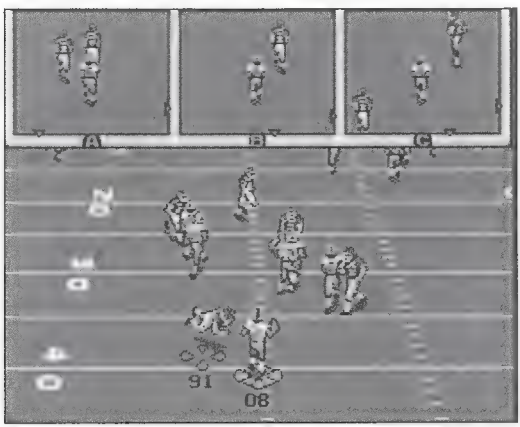
GENERAL STRATEGIES:

DEFENSE

That old sports' cliche' that "defense wins championships" is true in John Madden Football '94, just like it's true in the National Football League. So here are a few tips on how to have that bone-crushing defense in your next John Madden Football '94 season.

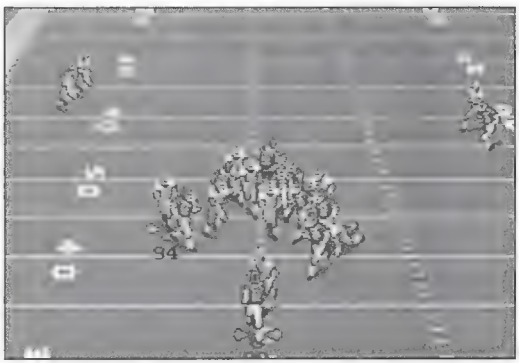


Depending on the team, the computer will run the ball more than 80 percent of the time on first down. So, here's your chance to put your opponent in the hole early. Select either the Goal Line or the standard 4-3/3-4 formation on first down. If you pick Goal Line defense select "center" if the ball's in the middle of the field, "right" or "left" depending on which is the wide side of the field. If you picked 4-3/3-4, select "jam middle", "cheat right" , "cheat left" also depending on which is the wide side of the field. These aggressive run defenses are almost a sure bet to stop your opponent for a loss or a short gain on first down. So, you've stuffed the run and now it's second-and-long and you can almost count on a pass play. Pick the "Nickel" defense and select either "double flanker" or "double split end."

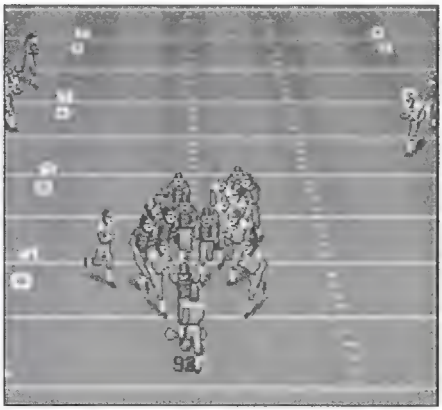


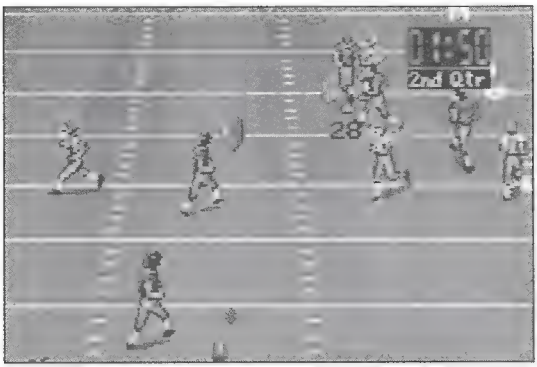
Take your fastest defense lineman and line him up a little wider than normal on the weak-side of the offenses' formation. (The weakside refers to the side of the offensive line that doesn't have a tight end). When the ball's snapped take off after the QB with the defensive end. You'll either get the sack or force the QB into a quick throw.

It's third down and you've just sacked the QB for a 10-yard loss. You pick the "Dime" formation, right? WRONG. The "Dime" is the worst defense. It gives up more completion than any defense on the cart. If you want an extra defensive back run the "Nickel" formation again. If you want to be a little more aggressive use either the standard 4-3/3-4 defenses and blitz a linebacker. If you're going to blitz a safety or a cornerback bring them closer to the line of scrimmage before the ball is snapped.



Congratulations! You've forced them to punt. If you don't have a fast player returning kicks you'll want to go for the block. Select "punt rush" under special teams and again line up your fastest defensive lineman to the left or right side of the formation. Inch him closer and closer to the line of scrimmage, but not so far that you get called for off-sides.



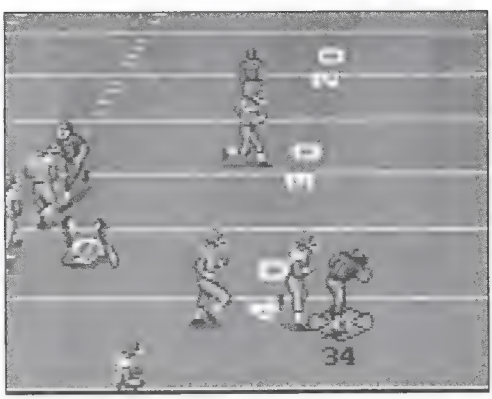


When the ball's snapped, head for the punter and press "c" just before you get to him. If you're facing the punter and you managed to get a hand up in his face, the ball being deflected can be assured. OK, so they got lucky and scored. You want to block the extra point. Take your defensive lineman, particularly the center, and move him back and forth along the offensive line between the two tackles.

The offensive linemen block man-to-man and if you're out of position it can either open a hole for you or one of your teammates to block the kick. Two other quick tips on defense: 1. Bump-and-run. If you're playing as a defensive back, bump and jam the wide receiver at the line of scrimmage. This is especially helpful if you're going up against a Jerry Rice or a Sterling Sharpe. If they can't get into their pass patterns they won't catch the ball. 2. When the ball is in the air put your defensive back right smack-dab in the middle of the target circle. The receiver will have little chance to catch the ball. Play aggressive pass protection to prevent completions. The referee is pretty lenient on the Pass Interference calls.

OFFENSE

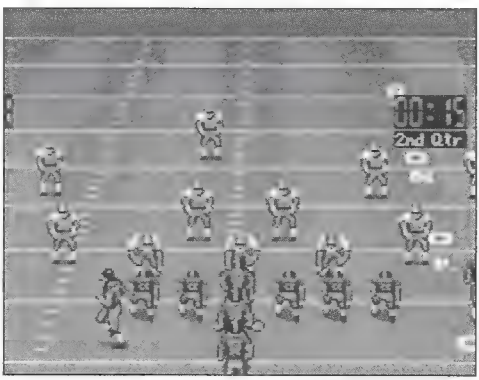
Of course, you can't win a game without scoring points. There are a lot of different offenses available in John Madden Football '94, but the best way to score is to keep things simple. Keep the ball on the ground. Running the ball often, eats up those precious clock seconds.



Proper time management will give you the opportunity to leave the opposing teams offense with seconds on the clock before the end of the half and final quarter. Juke the tackles, high step flying bodies, and stiff arm a few fools in the facemask for a big run. Instant Replay runs like that will draw cheers from the crowd.

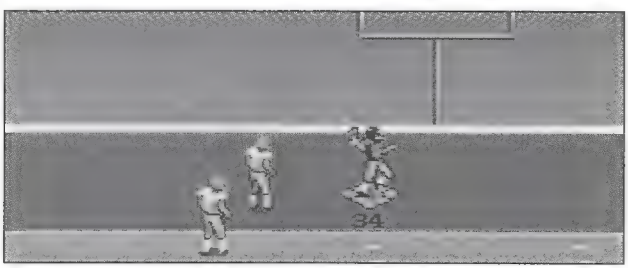
The computer is very tough to throw on, even if you're the San Francisco 49ers. The computer loves to use zone defenses, so there are not going to be a lot of openings in the secondary.

The computer defense also loves jamming the middle up, so your best bet is to get outside. Just about every formation (yes, even the run-and-shoot) has a sweep play. Use it. Especially if you have a good running back on your team. The best sweep play is run from the I-formation.

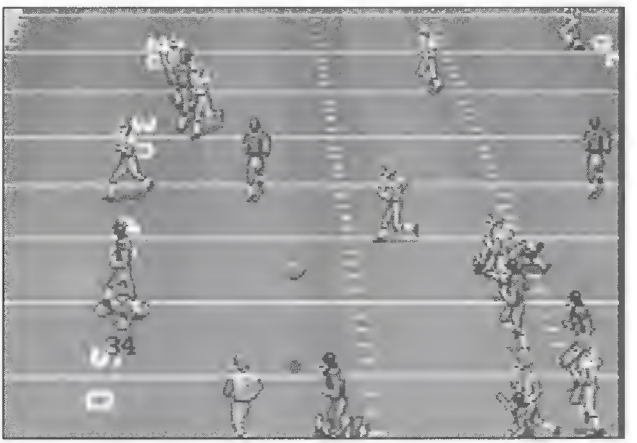


The teams that are lacking in the backs department should stick with the I-formation HB COUNTER. Flip this play to suit your position, left or right. This play is super quick and gives your back a headstart since the ball is pitched off close to the line of scrimmage. The teams with good backs can use this play for an easy first down.

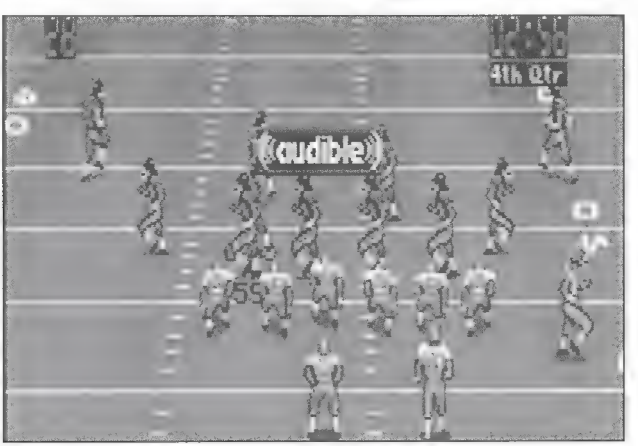
Another tip on running the sweep is to put a man-in-motion. You can put a man-in-motion anytime before the ball is snapped, even if the play doesn't call for it. By pressing the "D" button to the left or right you'll put one of your wide receivers in motion. Putting a man-in-motion gives you another blocker on the play and this could be the difference in breaking a long run.



Always choose a team with a back that's worth at least 2 yards per down. This allows your team to get a first down on those 4th and inches conversions.



The GOAL LINE offense is unstoppable when you're using Walter Payton, or for that matter, any of the other commercial players. Consistently force your way past those First Down markers. The HB LEAD LEFT/RIGHT works well when you shoot through holes opened up by the linemen. Don't feel intimidated when the hole is plugged, run headlong into the fray. This method will rarely result in a loss of yards. If you possess a good fullback make sure you get this juggernaut into the action with the FB PULL and the FB CUT LEFT. Conservative players will find winning without throwing any pass completions a cinch.



Two excellent pass plays for any team are the wide receiver screen, which can be run out of a couple of different formations and the deep post play, which is run out of the run-and-shoot.

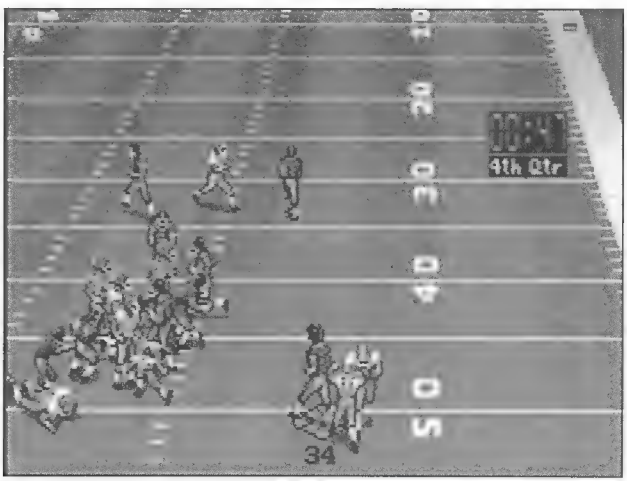
The wide receiver screen is especially effective against a blitz. The deep post is good because you'll get a lot of man-to-man coverage on the play. If you've got a good receiver you can almost always come up with a reception by moving him into the middle of the target circle.

Audibles, just like in the NFL, are an important part of any offense. Pick three plays that you feel most comfortable with. They will be different for each team and each player. Pick one running play, pass play, and one play that you're sure is going to get some yardage.

When to call audibles? If you're at the line of scrimmage and you know the defense is going to blitz, you should audible to play that will work. What works against blitzes? Draws and screens. You should have either a draw or screen as one of your audibles. If you've picked a running play and it looks like the defense is set to stop it, pick a pass-play audible and vice-versa.

Here are a couple of other tips on offense:

1. High-stepping. Press "C" and move either right or left just before you think a defender is going to make a diving tackle. This maneuver should make the tackler miss.



2. Since, the Genesis controls are so responsive, cutbacks are very effective. If you're heading toward the sideline and a defender has an angle on you, cutback just as he reaches you.

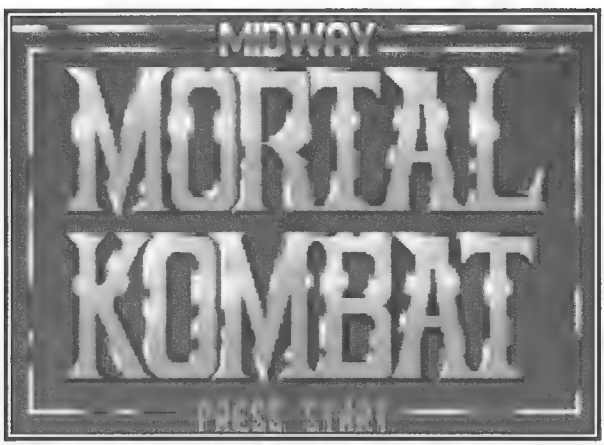
These are just a few helpful hints and strategies that should be useful in beating John Madden Football '94. See you on the gridiron.

CHAPTER

8

Mortal Kombat

by Arena



Game Type: Fighting
Difficulty: Moderate
Players: 2 player Vs. mode
Save: Limited continues

WHAT'S GOING ON?

You've been invited to participate in the most noble and glorious fighting competition the world has ever seen. The only thing on your mind is the thought of becoming Grand Champion. It won't be an easy fight. Goro, a half man half dragon has been champion for five hundred years. Goro is not alone, he is in cahoots with Shang Tsung, an evil demon who would take his opponent soul!

GENERAL STRATEGIES

Strategy Session

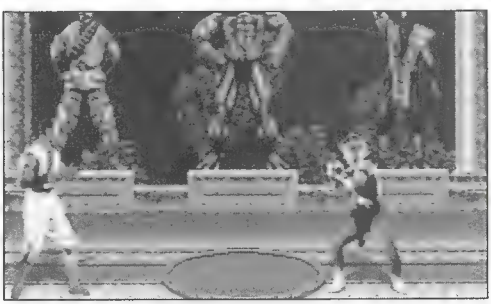
* Learn how to play all the warriors, this will help you defeat each character in the Tournament.
* In the bonus rounds you'll have to tap the A and B buttons rapidly to make the yellow bar rise above the red line. When you reach the red line, press the start button to execute the chop.
* There is a weakness to all the characters special moves. Look for these weak spots. i.e. Fireball moves will leave the character open for a flying kick.
* Even if you block a move you'll still take a small amount of damage. Try to avoid attacks rather than blocking them.
* Fireball attacks can be avoided by jumping over the attack or ducking.
* When attacking, use a combination of moves. Try things like jump attack to uppercut.

  Mix up your attacks, this will throw off your opponent.

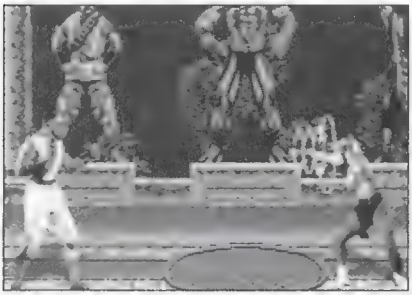
THE MOVES

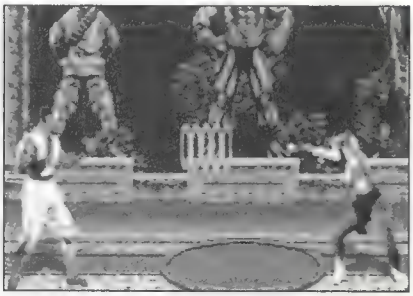
SONYA

Ring Toss: *Low Punch, Back + Low Punch*

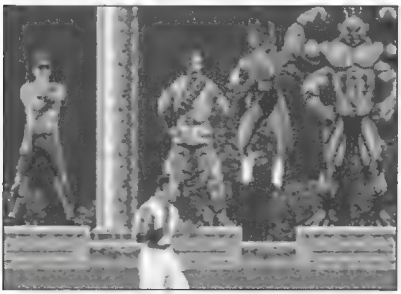


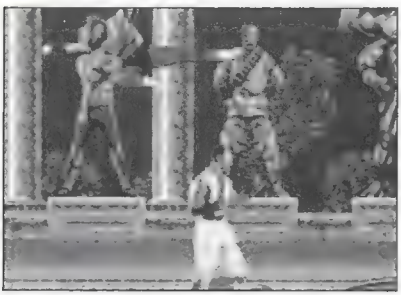
Ring toss continued:





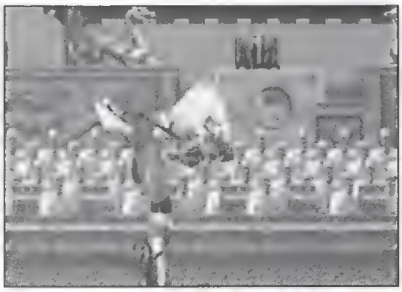
Square Wave Flight: *Forward, Back + High Punch.*





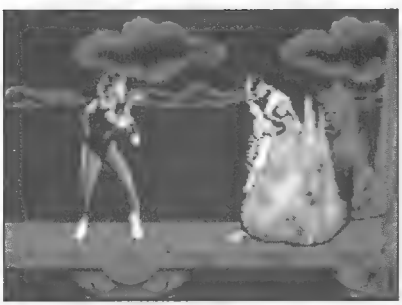
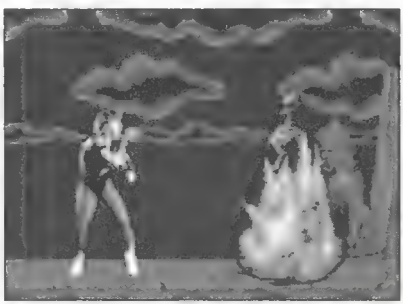
This move should be executed when your opponent is in the air. It is also a quick way to get across the screen.

Scissor Grab: *Stand next to your opponent. Now Low kick, Low Punch, and Down all at the same time. This can only be done when your opponent is next to you.*



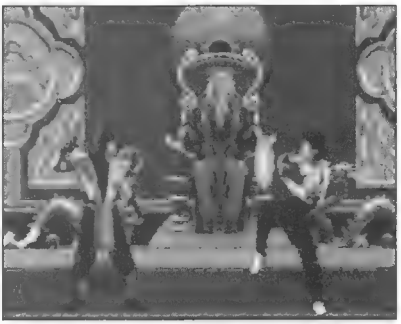
Fatality (Kiss of Death): *Forward, Forward, Back, Back + Block.*

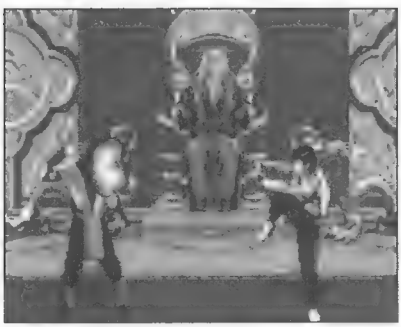
Fatality (Kiss of Death) continued:

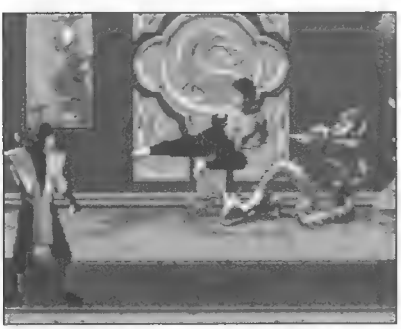
LIU KANG

Fire Ball: *Forward, Forward + High Punch or Low Punch.*

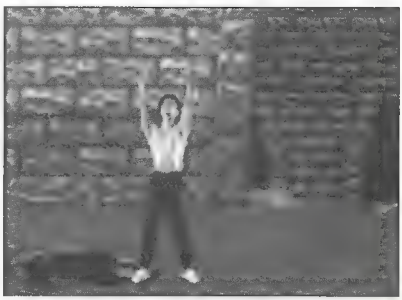




Flying Kick: *Forward, Forward + High Kick*



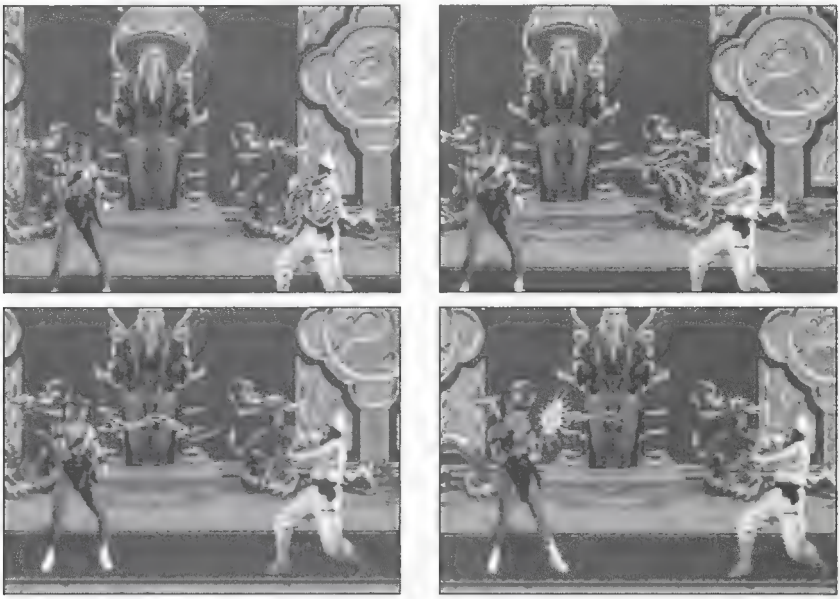
Fatality (Helicopter Spin Kick): *A complete 360 toward opponent.*



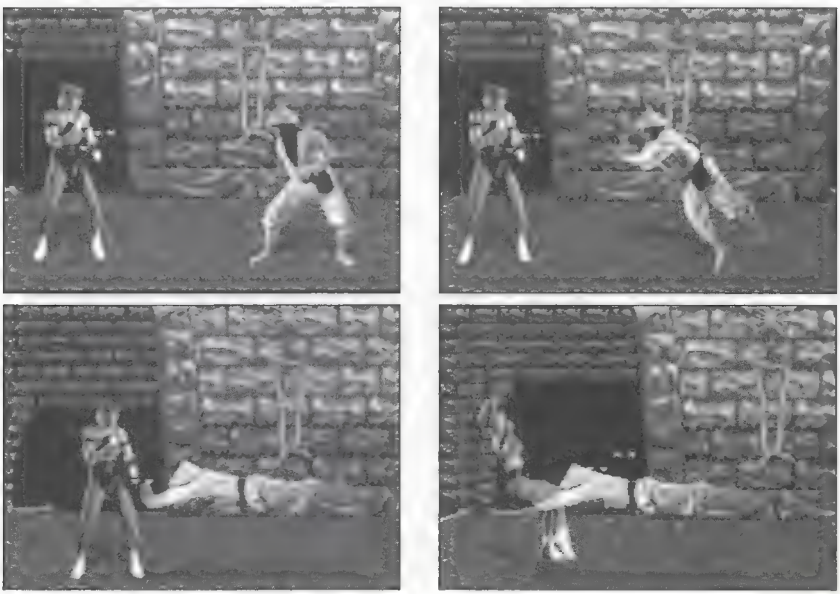
RAYDEN

Teleport: *Down, Down, Up.*

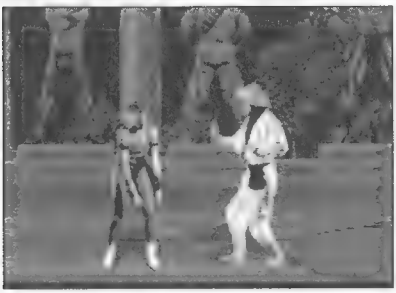
Lighting Throw: *Down, Down + Forward, Forward + Low Punch. (Standard Fireball in SF2.)*



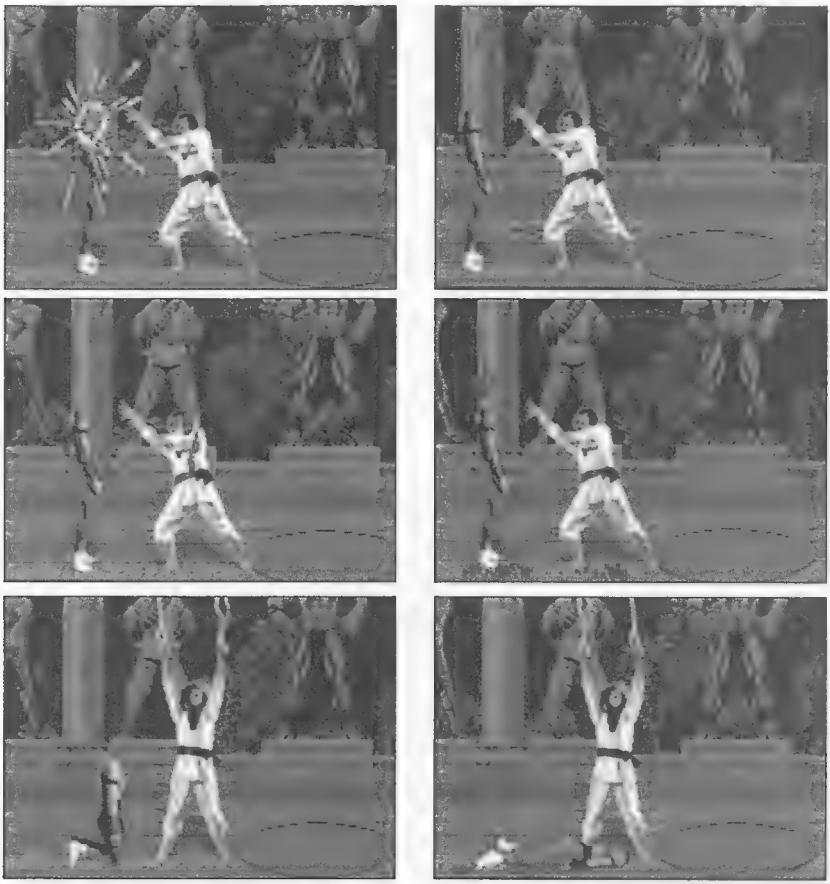
Torpedo: *Back, Back, Forward.*



Fatality (Electrocute): *Forward, Forward, Back, Back, Back + High Punch.*



Fatality (Electrocute) continued:

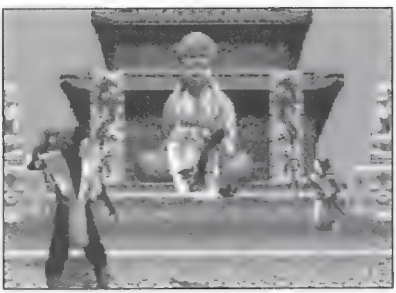


KANO

Knife Toss: *Hold Block, Back, Forward.*

Knife Toss continued:

Spin Attack: *Rotate the D-pad 360 degrees toward your opponent.*

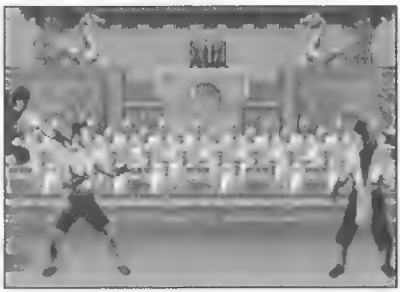


Metal Head Plate Butt: *Stand next to your opponent to do a High Punch.*

Fatality (Heart Clutch): *Block + Back, Back + Low Punch. Standing close to opponent.*

SCORPION

Teleport Punch: *Down, Down + Right, Back + High Punch. (A backward Fireball move).*



Van Dam Spear: *Back, Back + Low Punch.*

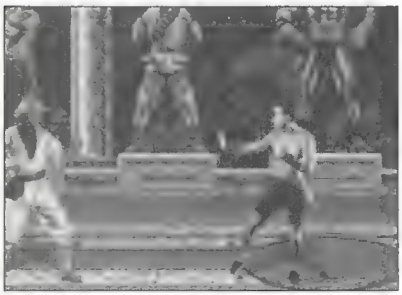
Fatality (Blow Torch): *Hold Block and press Up, Up. Stand a few steps away from opponent.*

JONNY CAGE

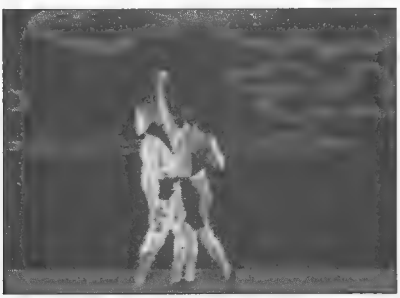
Split Punch: *Down + High Kick.*

Fireball: *Back, Forward + Low Punch.*

Shadow Kick: *Back, Forward, Low Kick.*



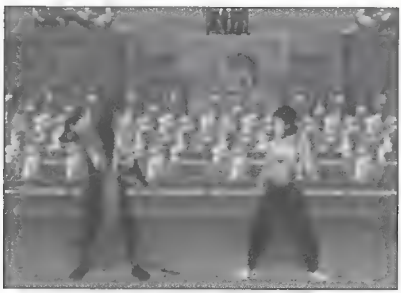
Fatality (Super Upper Cut): *Forward, Forward, Forward + High Punch.*



SUB ZERO

Ice Blast: *Down, Down + Forward, Forward + Lower Punch (Fireball move).*

Slide: *Lower Kick + High Kick + Back.*



Fatality (Spinal Amputation): *Forward, Down, Forward + High Punch.*

THE BOSSES:

Goro:

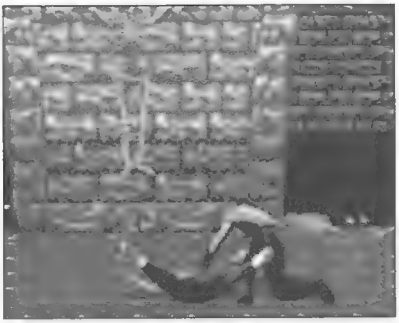
Goro's weakness is that he does not have a Block, so using long distance attack moves (any of the fireball moves) is the best strategy.

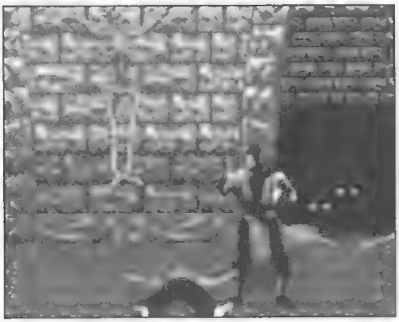
You can can keep him at a distance if you can execute your moves with consistency. Goro has a deadly Flaming Fist (fireball). He throws it with one hand, so if you see him wind up, get ready to duck.

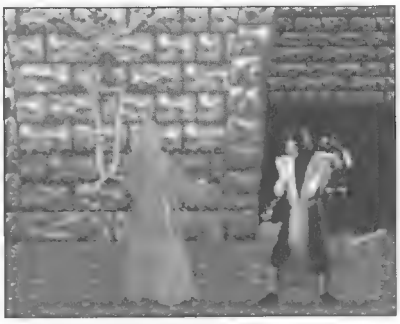
Don't get too close, Goro will do some major damage if he grabs you and then pounds on your chest. Another very deadly attack is the Chest Stomp. This is when he gets you down and jumps up and down on your chest!

SHANG TSUNG:

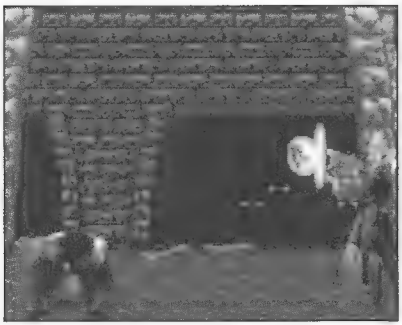
Don't get sweaty palms. No need to, Shang Tsung is not going to be difficult to destroy. He only has one attack, a fireball attack. The rest of the time he transforms into different characters in the game, by using the spirits of the dead warriors.

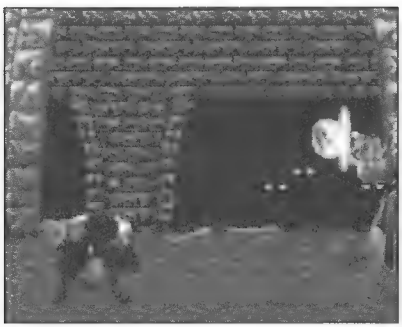


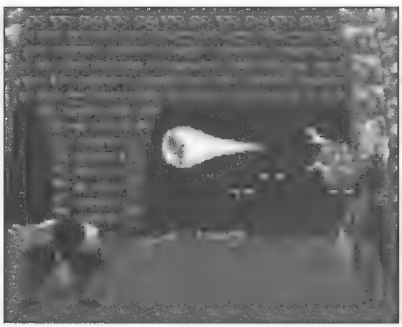




When Shang Tsung is fighting you in his own form, look out for the Flaming Skulls. Duck to avoid them. He'll shoot a stream of them at one time. After he stops firing the skulls at you, jump kick him. Most likely he'll transform into another warrior.







You'll want to inflict damage when he transforms into another character that you have already beaten. You already know how to beat all the warriors if you've made it this far. The only character you might have trouble with is when he changes to Goro.

THE SECRETS:

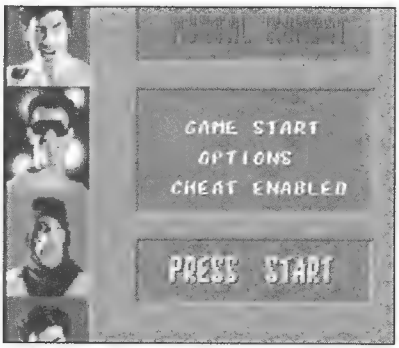
Can you find Reptile? This hidden character will appear in between matches and give you clues on how to find him. When you are fighting in the Pit area you'll have to get double flawless. Then you'll fight him in the Pit.

There's an awesome code that will blow you away! This code is the programmer's mode. You'll be able to do all sorts of crazy things that you never knew were possible.

On the Game Start Option screen press Down, Up, Left, Left, A, Right, and Down.

If you have entered the controls correctly the words "Cheat Enabled" will appear underneath the "Options"

NOT SO SECRET CODE: DULLARD



To input this special code, hit the start button until the Game Start/Options screen appears. Then using the 1st player controller, enter Down, Up, Left, Left, A button, Right, Down. If done properly the words "Cheat Enabled" will appear underneath the word "Options". Select the Cheat Enabled on the screen and let the fun begin.

FIGHTER 1/ FIGHTER 2:

Choose two of the seven fighters that you wish to benefit from these cheat options.

Plan Base: Random, One, Two, Three or Four.

This option allows you to set up the computer's preprogrammed fighting strategies against a human opponent.

Chop-Chop: Wood, Ice, Steel, Ruby or Diamond.

Choose one of these elements for the "Test Your Might" demo.

1-Play Chop/2-Play Chop:

These options set the number of times you will "Test Your Might" during a played game. X0 stands for none at all. X1 means after every match. X2 means after every 2 matches, X3 means after every 3 matches, and likewise for X4, X5, X6.

Demo:

Press A, B, or C to check out one of the following Demos. Cameo, Biography 1/ Biography 2, Battle Plan, Medal, Chop-Chop.

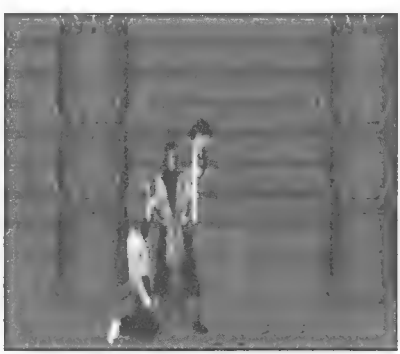
Flag0:

Set this option to On and you can stop worrying about timing your two hit combo right. Pow!, a one hit KO. This cripple the opponent option works up to the endurance match, where it will fail you after the first enemy disappears in a ball of flame, and the second enemy jumps onto the screen. This will happen during all the endurance matches up to Goro. Although the option will work in the second and third rounds against Goro.

Flag 1:

Turn this option On and now Player 1 will be handicapped.

Flag 2:



This option adds mystery to the moon on the pit stage. You'll see the silhouette of a Witch, Santa and his Reindeer, Peter Pan and the gang, a Rocket Ship, and a Blimp. Now that you've seen the cool graphics scroll by, defeat your opponent with a double flawless and a finishing move. This action will send you straight to Reptile, prove yourself. Beware, Reptile possess the powers of Scorpion and Sub Zero combined. If he wins, he'll either rip your head off, or roast you alive.

Flag 3:

Turn this option on and select the Pit for the first battleground. During gameplay you'll see the floating mug of one of the programmers as well as the initials BYC scroll across the night sky. A double flawless and a fatality will send you to Reptile.

Flag 4:

This flag activates Reptiles brief appearance along with a special clue at the beginning of every match. The enemy will only be handicapped during the second and third rounds.

Flag 5:

This option gives you unlimited continues.

Flag 6:

Activating this option forces the computer opponent into pulling off their characters finishing move.

Flag 7:

This flag will place you in the courtyard setting for every match. The computer is now set on maximum difficulty, so watch out! Expect lots of special attacks from the revved up computer.

Blood:

Off and On option for the blood and gore.

Cheat:

Off and On switch for the Flags.

1st Map:

This option enables you to select the background for your very first match.

CHAPTER 9

NBA Jam

by Arena

Game Type: Sports
Difficulty: Moderate
Players: 1 to 4 (head to head)
Save: Yes

WHAT'S GOING ON?

Unless you've been livin' under a rock, you know all the thrills, spills, and jams that this instant classic has to offer. You Genesis owners should be especially happy to see that NBA Jam is more true to the arcade version, than the somewhat disappointing Mortal Kombat.

27 teams, four player action, and the most backboard shattering dunks ever, come together in this mother of all basketball games. All right, enough with the talk. Let's hit the courts!

GENERAL STRATEGIES

* It might sound unethical, but read the Instruction Manual. It's very thorough.

* Read the coaching tips between quarters; they'll improve your game.

* Using teams that have two good three-point shooters will give you an edge against potential challengers.

* There are basically only two fouls or penalties in NBA Jam. One is Goal Tending, the other is Shot Clock Violation. But here's the cool thing. No matter how many times a player commits these fouls he cannot be fouled out of the game!

* Jam the same backboard enough times and eventually it's going to shatter.

* Keep your eye on the TURBO meter. Don't let it run to low; it takes precious seconds to recharge.

* When "on fire" take advantage of your greater shooting abilities and go for the three pointers.

* When rushing down field scramble left, then right, then left, and you'll shake 'em loose for the shot.

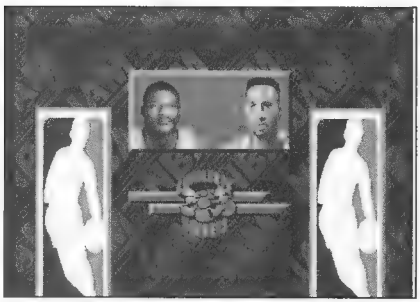
* For teams with strong three-point shooters this is a great strategy. When you're driving through traffic and find an open lane for the dunk, go up for the shot. While on your way up, quickly pass the ball to your teammate. He'll move into the open and be able to make the three.
* When "on fire" you'll also have unlimited TURBO.
* Tag Mode is a great option. It allows you to control the secondary player when he's passed to. This'll bring your game strategies to new heights, and let you execute dazzling plays.
* If the ball misses let the other team jump for the rebound. Then, as they're about to land, give 'em a shove. The ball will almost always be knocked into your hands. Conversely, if you jump up for the rebound, pass it off while still in mid-air, because the computer will use the same strategy to try to knock the ball out of your hands.
* Try to get a comfortable lead during the first two quarters by shootin' lots of three-pointers. Then in the last two quater you can show off with a dunkfest.
* Computer opponents really put on the heat during the last quarter of the game. Watch out for backcourt pressure and double coverage.

TEAM ATTRIBUTES

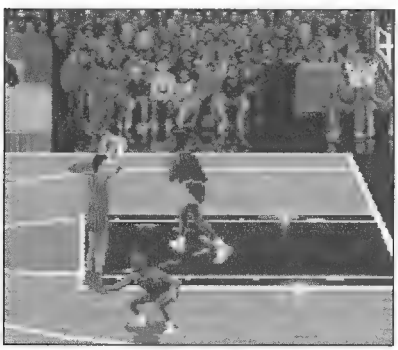
Each team is rated in four different categories: Speed, Three Pointers, Dunks, and Defense. Most teams will have one player with great three point abilities and speed, leaving the secondary player with low three point abilities and no speed. Or one player will have great three point attributes and the other awesome dunk attributes. Following is a list of teams that have attributes of 50% or higher for both players in the Three Point and Dunk categories.

THE CHARLOTTE HORNETS

The only team with both Dunks and Three Point attribute ratings over 50%. Their Speed and Defense attributes are also very high, making them probably the best rated team in the game.



The teams with dynamic downtown shooters are:



The 76ers

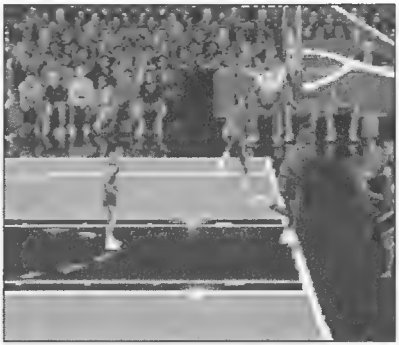
The Pistons

The Warriors

These three teams can use their awesome shooting abilities to come back from large point deficits.

Now for the dunks...what the game is all about - mind bending, high jumping, monster air dunks from Hell! Use one of these teams and you'll have that backboard shattered in no time.

The Suns

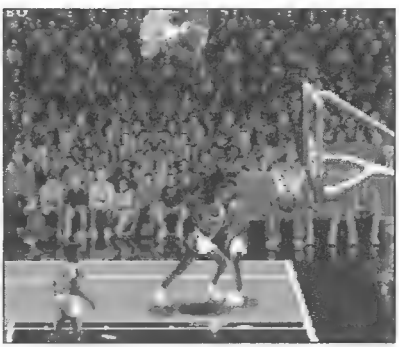


The Lakers

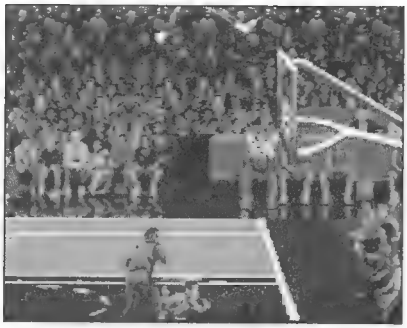
The Kings

The Timberwolves

The Spurs



The Bulls



The Pacers

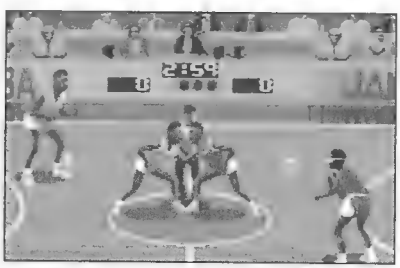
These teams are the highest ranked and the best to use in the game.

But remember, those are only two attributes. The third most important is Defense. Tight coverage and aggressive shoves will always knock the ball loose.

THE SECRETS

Just like the famous coin-op, the Genesis version is locked up with some nifty hidden codes to enhance your game play. The two we know of at this time are:

POWER-UP DEFENSE



At the "Tonight's Match Up" screen press any button five times. On the fifth button press, hold it down until the tip off. If you accessed it correctly, "Power-Up Def." will read where your player's name is.

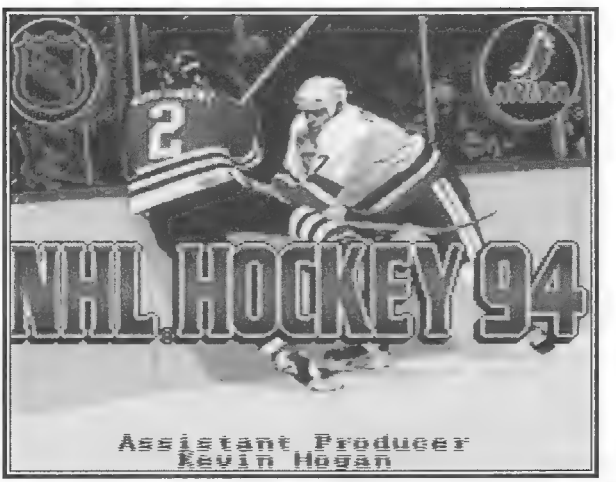
TURBO MODE

With this code the game will be played at a permanent TURBO speed. At the "Tonight's Match Up" screen press any button 7 times. On the seventh button press, hold it down until the tip off.

CHAPTER 9

NHL Hockey '94

by Electronic Arts



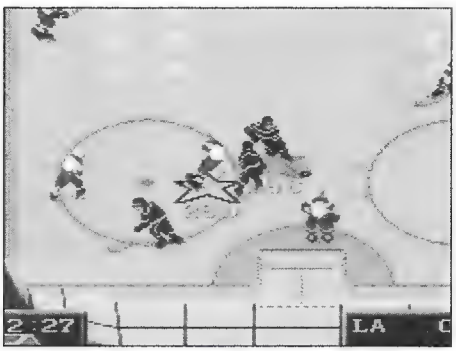
Game Type: Sports
Difficulty: Hard
Players: 1 to 4 (competitive/cooperative)
Save: Battery Back-up

WHAT'S GOING ON?

So you want to be a star in the National Hockey League. Well, since NHL '94 is the next best thing to being there, here are a few tips on winning your own Stanley Cup. The first and most important thing to remember is NEVER, EVER, under any circumstances take over as the goalie. You might think you're the next Ed Belfour, but you're not as good as the computer.

One of the things that EA Sports did to NHL '94 was to upgrade its goalies from last year's version. The Great One would have a tough time scoring on these guys. And since NHL '94 is licensed by the NHLPA, Wayne Gretzky does have plenty of scoring opportunities.

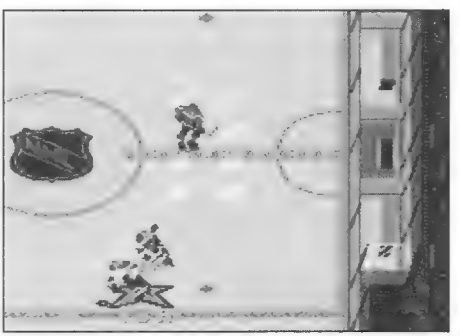
Of course it's not impossible to score in NHL '94. The best and easiest way is to take a long slap shot from around the blue line. Press "C" and hold the button for a couple of seconds. Aim toward the upper right or left of the net. The goalie will almost never save the puck cleanly and that's your chance to move in with another player from your team for a quick rebound goal.



Another excellent way to score is to keep the puck moving from player-to-player, especially in your opponent's attack zone. If you can get two players on opposite sides of the net to pass the puck back-and-forth, the goalie will not be quick enough to keep up. The net will be open for an instant, so be ready to take a quick shot.

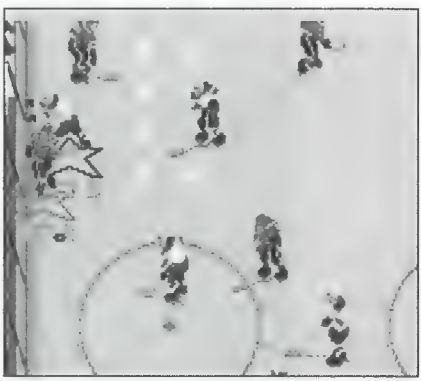
NHL '94 has added another offensive dimension with a One-Timer Touch shot. Like the name says, it's a one-touch shot on goal straight from a pass.

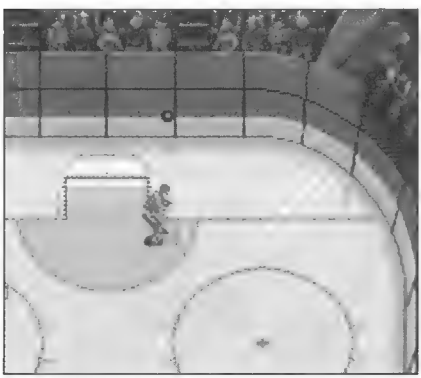
Your timing has to be right on the money on this one. Press "B" just as the puck is reaching your stick to get the best results. Scoring on power plays can be best achieved when you skate behind the net and wait for a teammate to get near or right in front of the goal, but out of sight of the goalie. Quickly pass the puck to your open teammate and try a One-timer shot. The Shootouts are especially tough because it's just you and the goalie. You've got 25 seconds to shoot so don't rush into a bad shot. One way to score is to run into the goalie and knock him down. However, don't go straight at him or you'll lose the puck to the goalie. Go at an angle and then quickly press "B" or "C" to take a shot after he's fallen down. Another way to score in a shootout is to come at the goalie at a 45-degree angle and skate right in front of the net. Just as you pass the net on the other side, quickly reverse your direction and aim your shot at the opposite side of the goal. (The shot should be taken on the same side from which you approached the goalie). The NHL Hockey is a physical sport and NHL '94 rewards good checking. Press "C" to get that extra burst of speed for checking. The best place to check is on the boards. A good check will result in a turnover and a goal-scoring opportunity for your team.



Killing the power play can be easy because the refs usually don't call icing when you're a man down. Anytime you can get the puck and send it the length of the ice — do it.

It'll kill time and until you get back to full strength. The computer seems to be able to score best when they have the power play.





EXTRA TIPS

Since the game is licensed by the NHLPA, the players' abilities are based on their 1992-93 statistics. If you're playing a full-season, players go on hot and cold streaks. These can be kept up with by looking at the current statistics before each game. Keep a "Hot" player on the ice. He's going to have a better chance of scoring. Even The Great One struggles during a season, so looking at the statistics can be helpful in a decided lineup.

CHAPTER

11

Ranger X

by Sega of America

Game Type: Arcade
Difficulty: Moderate
Players: 1
Save: Limited continues

WHAT'S GOING ON?

A group of Edgezone warriors called the Rahuna have attacked the Free Galactic Systems Council (GSC) tribes on the Homeworld. The GSC tribes were caught off guard and most of them took heavy casualties. However your tribe, the Tribe Tech managed, to escape unharmed and is ready to fight the Rahuna's to the last standing warrior.

The Rahunas have always been envious of the GSC's control of the planetary systems and are trying to take over the entire planet. But thanks to you and your Tribe the GSC still has a fighting chance. Now it's up to you to take control of Ranger X and show the Rahuna that their savagery will not be tolerated.

STRATEGY SESSION:

General Strategies

There's no time limit, so don't rush through each area. The best way to proceed is to inch your way across the screen. This will prevent enemies from building up on the screen.

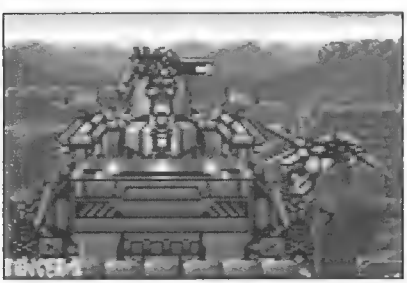
Watch your scanner. It's the best way to prepare yourself for incoming enemies.

Each special weapon is designed to destroy a certain type of enemy so learn to use each one to its fullest potential.

Special weapons need sunlight or a strong power source to recharge. This makes it difficult to recharge in dark areas because it's hard to find power sources.

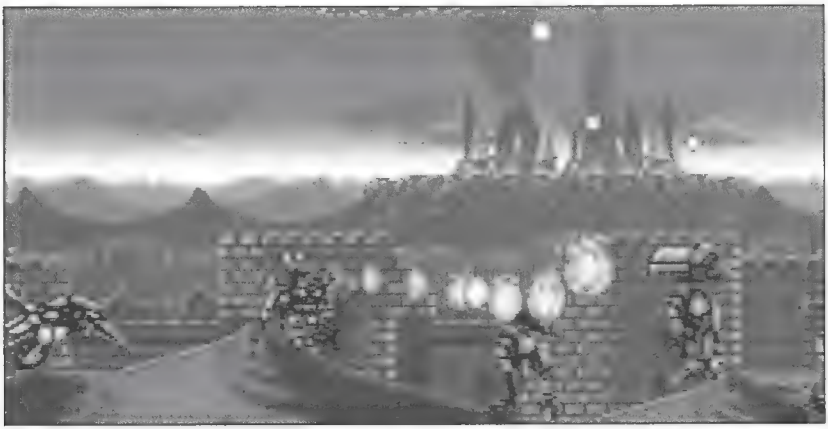
STAGE 1:

At the start of the game you'll find yourself in the middle of a fierce battle and bombers will attack you almost instantly.

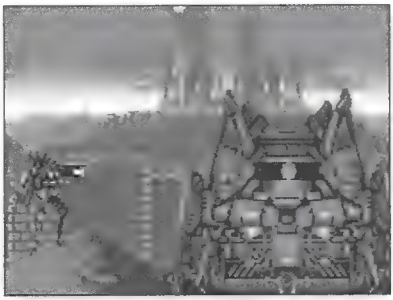


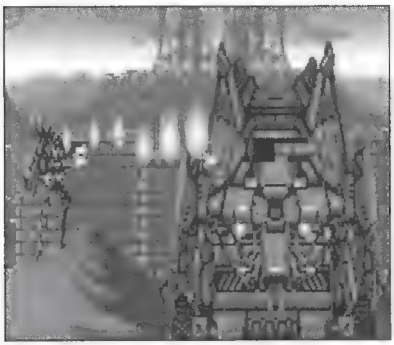
Don't worry about taking damage because there's a Power Conversion Unit at the far left of the screen that you can use as many times as you like to recharge your energy.

This Power Conversion Unit can be used through out the whole level! Whenever you need energy, use it to convert your special weapon energy into Ranger energy.

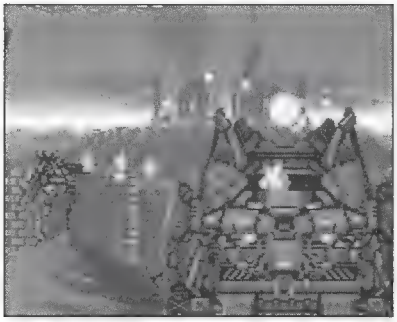


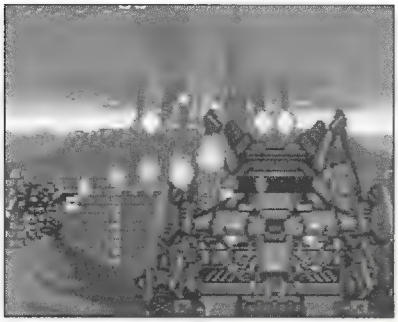
Now head to the right, and stay on the ground so you can take out the ground troops easily. Air troops can be eliminated just as easily by taking to the air (straight up) and showering the enemy with your special weapon (flame unit). Now keep walking along the ground, that way air attacks will have a tough time hitting you.



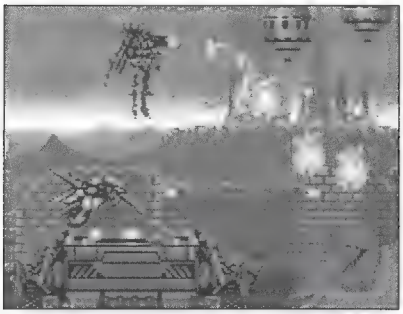


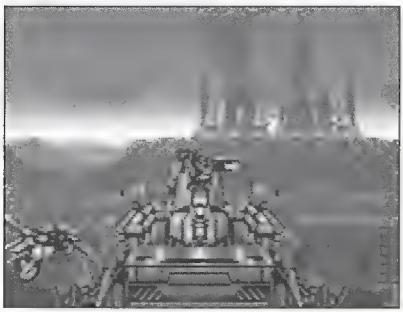
As you continue to the right you'll find your primary target. You'll have to take out a total of 6 targets, but the cannons are easy to destroy. Just stand on the left and shoot them with your main weapons and special weapon .





When you see an energy ball appear on the top of the cannon duck to avoid it.





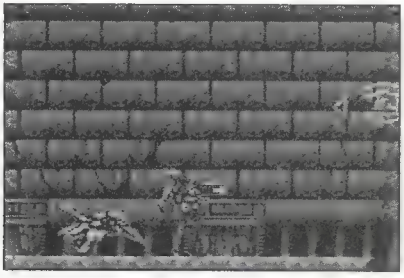
Past the first target missile launcher pods will pop up out of the sand. The faster you destroy these deadly pods the better. Fly up and douse the pods with your flame. One good swoop should get them all.

Keep heading toward the right where you'll find the rest of the primary targets and another Power Conversion Unit. Now you won't have to travel all the way back to the far right to power up.

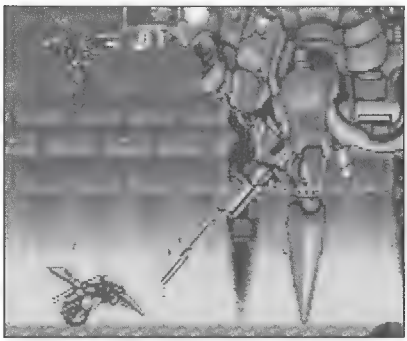
Destroy the remaining cannons and you're off to the next stage.

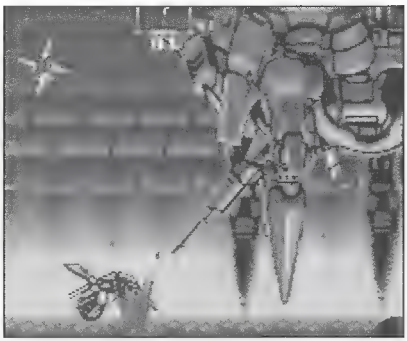
You'll see the citizens of the Homeworld trying to flee this horrible massacre.

Then you'll watch as your girlfriend gets abducted. This looks like a trap!

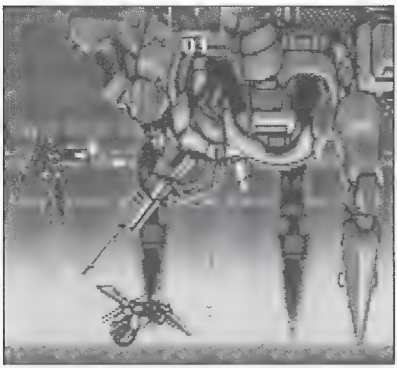


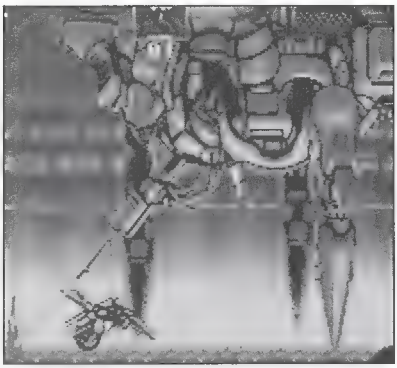
BOSS:



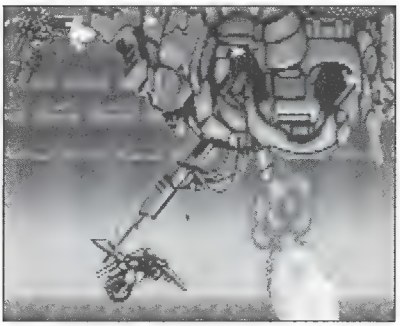


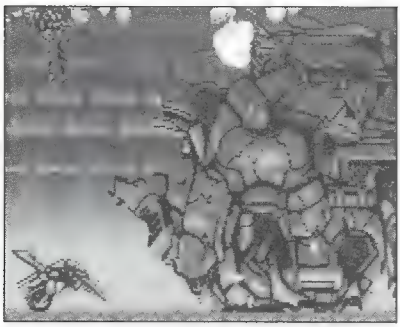
The boss's first weak spot is the area just above its legs and below its "mouth". As you go for it the walker will spit out green things that will shoot out four heat-seeking missiles. If you stay to the far left, hovering in the middle of the screen, you'll be able to shoot down the missiles as they appear (if you don't feel like shooting, you can also dodge the missiles).





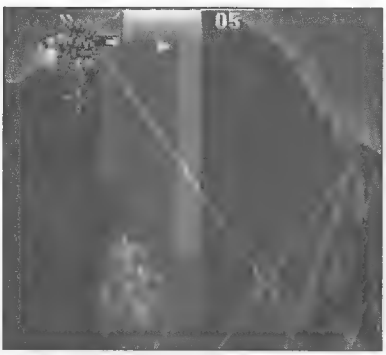
When you deplete the boss's energy by half, you'll want to go after its legs. Stay in the air to avoid being blasted by the large gun on the front of the walker.



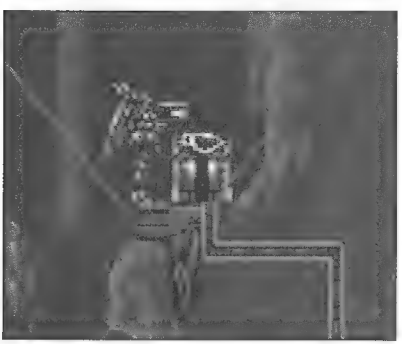


Eventually you'll knock out all of its legs. Now go for the cockpit at the top of the walker. If you still have energy for your special weapon use it. If not, it will be harder to hit the cockpit. Stay at the far left and get ready to shoot the missile it's going to fire at you.

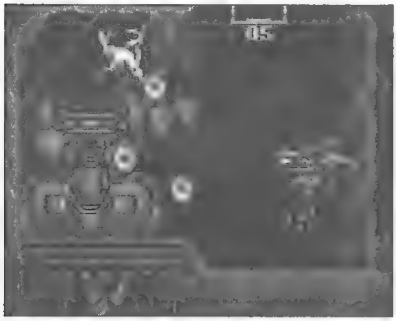
STAGE 2:



In stage two you'll find yourself in a dark cave. Now remember that you're equipped with solar panels that recharge your special weapons only when you're in the light. This means you're going to have to find patches of sun so that you have enough special weapon energy to get through this stage. To get some light when you first start, fly up and shoot at the rocks on the ceiling. This will let light in and give you some energy to start.

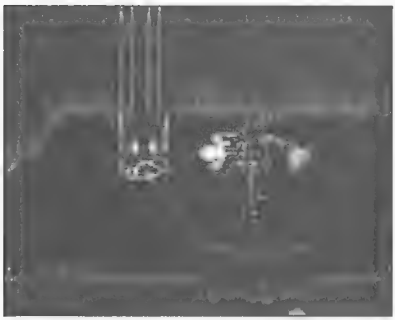


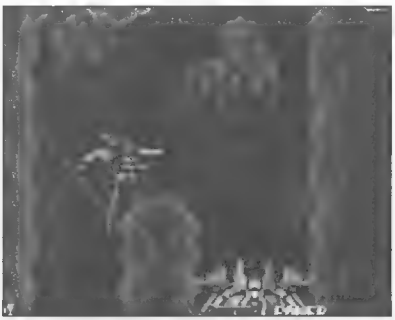
There are generators placed through-out the level. The generators power gun turrets and energy fields, so destroying them is essential if you're going to make it through the level.



First drop down and you'll find a reactor to the left. Shoot the fireballs it spurts out at you, then head toward the right. Don't shoot at the blue eggs that hang from the ceilings; if you do the things inside will attack you.

Catch a ride on top of the Ex-Up to get across the pools of acid.

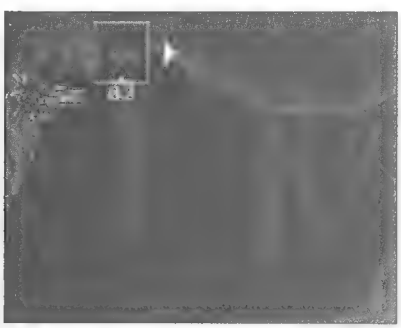




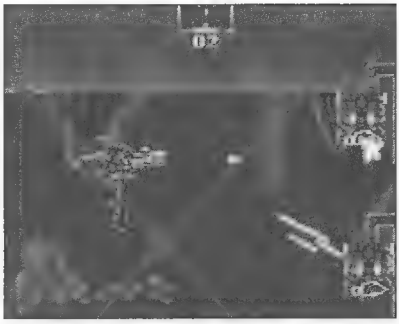
Destroy the generator on the other side of the acid pool, then fly above the pool and you'll see a shaft. Fly up the shaft to find a Power Conversion Unit and the Seeker Charge. Don't worry about the gun turrets on the side of the shaft, you disabled them when you destroyed the generator.

Go back down the shaft and head to the right. You'll see another generator. Blow it up and the explosion will reveal a passage-way going up. This will also disarm the gun turrets in the immediate area.

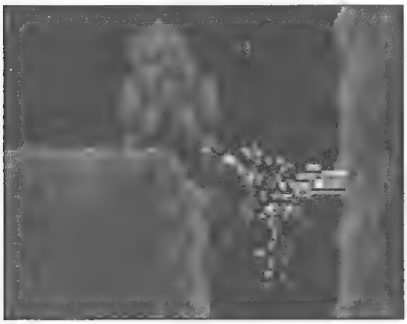
Fly up and you'll see two more reactors, one on the left and one on the right.

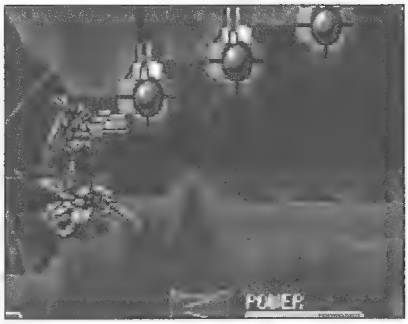


Directly above the reactor on the left there's an area on the ceiling that you can shoot to let some sunlight in, and there's another place to blow a hole in the ceiling just to the right.



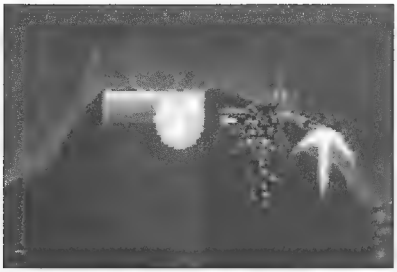
Now head to the upper right. Here you'll see another acid pool, and notice that there are a lot of tanks in this chamber. Fly across to the right, then stand on the blue eggs to cool down your jets. At the far right you'll see two generators. Destroy them and exit to the left (the same place you entered).

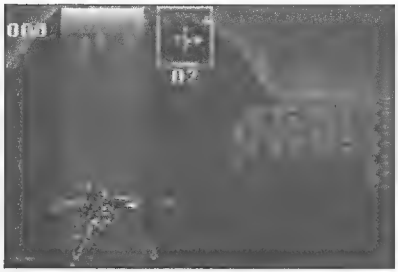




At the far right, on the right side of where a reactor used to be, there's a shaft. Drop down it, and continue to the right. Here you'll see a small pool of acid with four gun turrets resting above it (These turrets should have been deactivated when you destroyed the two generators), now continue to the right.

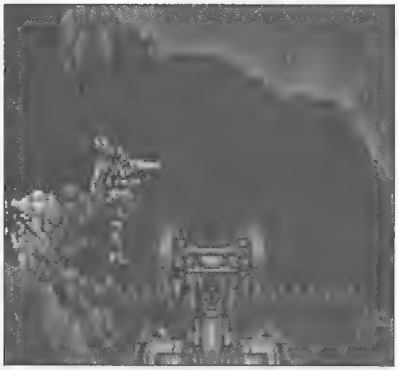
Be careful of the guard droids in this area, they'll go after you, and it'll take a few shots to penetrate their strong armor.

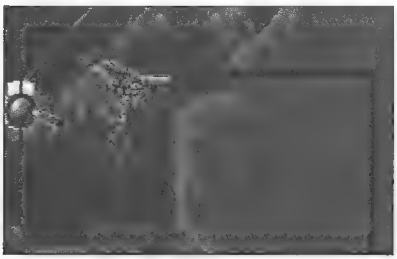


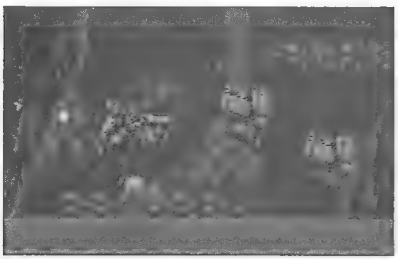


Also in this area there are two places you can shoot to let valuable sunbeams in.

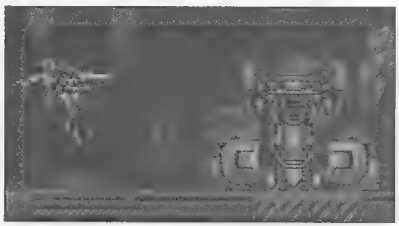
Keep heading right until you see more blue eggs. Destroy these eggs and continue right. When the angry embryos come after you, remember, they don't like sunlight. Fly left and stand in the light where you'll be safe. Look, there's a reactor just to the right.



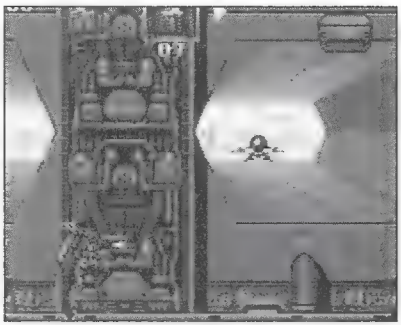


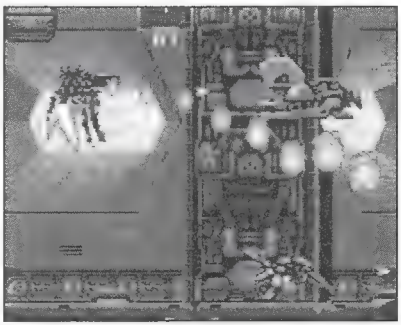


Now head back to the left and you'll notice that the energy field above the small acid pool has been disabled. Now head up and to the right. This area is infested with guard droids and has a large acid pool. It's best to charge to the right where you'll find the last reactor (if you're in a bad mood you can fly to the far right and kick the droid off the ledges).

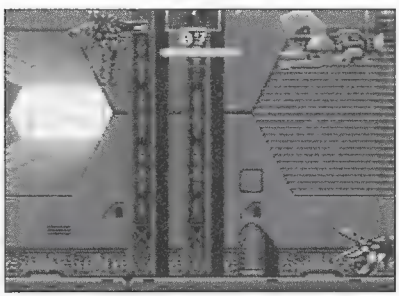


You've reached one of the GSC's compounds, and there are seven primary targets you must destroy. These targets are enemy attack cruisers, and they'll always appear from the corridors in the background. Watch your scanner to keep from being surprised.

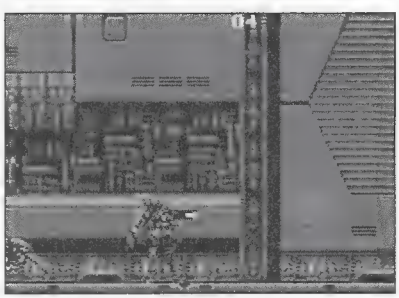




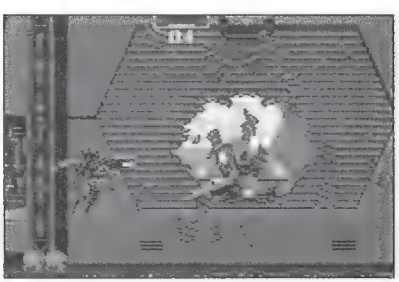
When your scanner picks up on a target, inch your way toward it. The first cruiser will appear off in the distance. As it approaches move away, bombarding as you go. Do not stay directly in front of this ship, its lasers can inflict costly damage to you.



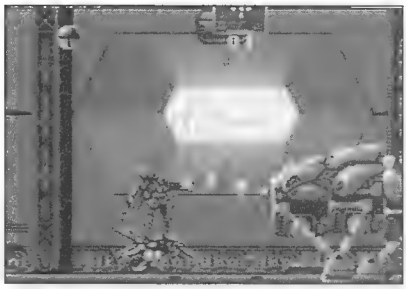
After the third enemy, three more will appear on your scanner all at once! The first of the three targets will crash through a sealed launch tube. Fly left so that you don't smash into the other cruisers.



When your scanner indicates that there's one more target, it's time to battle it out with the Multi-ped Minion.

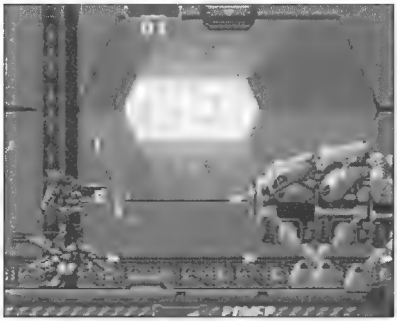


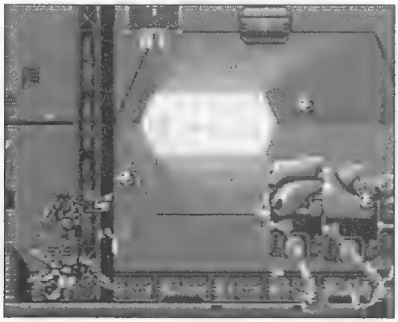
BOSS:

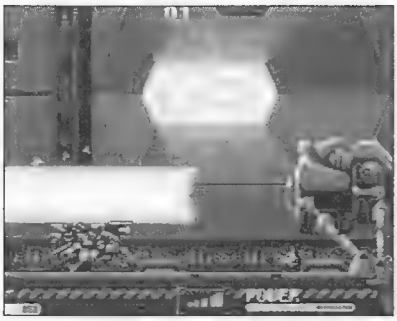


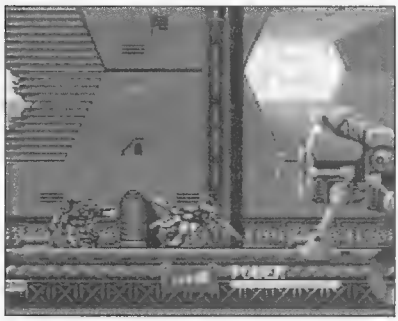
The best place to be when you encounter this boss is standing on your fat cyber cycle the Ex-Up Indra.

This strange boss is ultra fast, but it won't chase you if you don't move. Keep firing at it and don't worry about the missiles, you can destroy the majority of them by staying in one spot. After you destroy the boss's first pair of legs it'll get mad and start lobbing explosives at you. Dispose of these just like the first missiles.

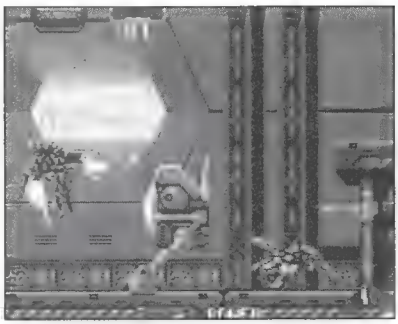






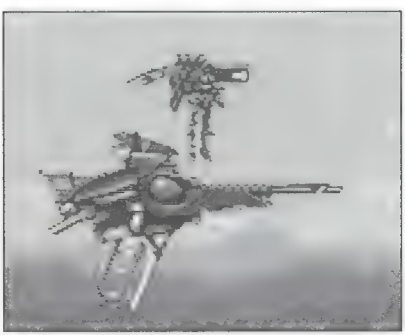


Sit there and slowly demolish this metallic menace, eventually getting him down to only two pairs of legs. Now this monster will bring out the big guns. A giant laser blast will emerge from the red orb located on its head. You'll be able to tell when it's ready to fire because it charges up just before it tries to melt you. Avoid the blast by ducking.



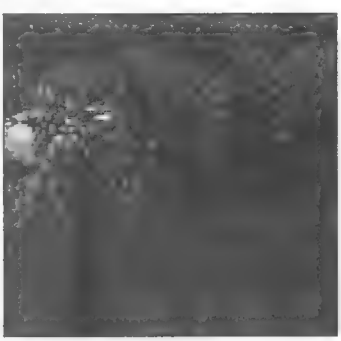
This fight won't be over until you've immobilized this thing once and for all. Don't get frustrated when you get it down to one pair of legs! because all it can do is run back and forth. Stay as far away from it as possible while you put in your fancy finishing moves.

STAGE 3:



Here you trade in your trusty battered Ex-Up Indra for a new Ex-Up Eos. The Ex-Up Eos is an air courier that has limited maneuvering capabilities, but it makes up for it in sheer fire power.

There are eleven primary targets, all of which are enemy probes that were deployed from a satellite. The probes can enter Homeworld's atmosphere at any time and are expected to land in a dense forest.



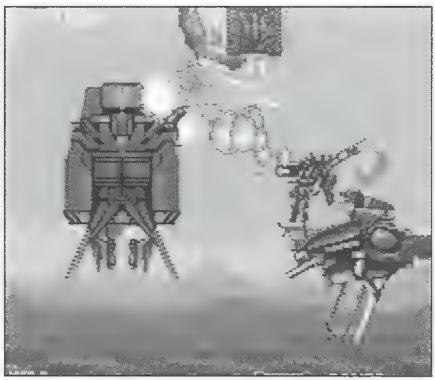
Sunlight will not penetrate the canopy of a dense forest so you'll be able to recharge your special weapon only when you're above the trees. While we're on the subject of trees, some of them bare fruit which can give you energy.

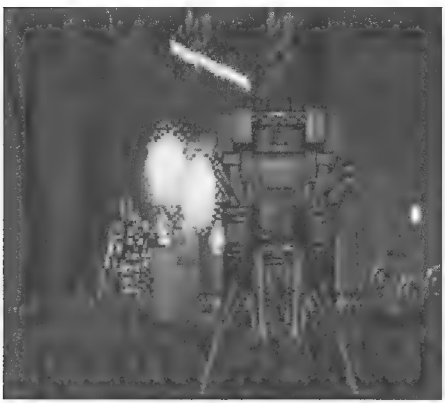
Shoot the fruit off the trees and catch it when it falls. There's plenty of fruit in the trees, but this ain't no garden of Eden so there's an equal amount of enemies trying to drain your energy.

You might have to wait a few minutes before any of the primary targets appear on your scanner. When they do they'll appear at the top of the screen and you can destroy some of them in the sky.

Don't waste your time in the air because all of the remaining probes will be on the forest floor. Be sure to comb the whole forest. Near the left side of the trees you'll find the Seeker Falcon.

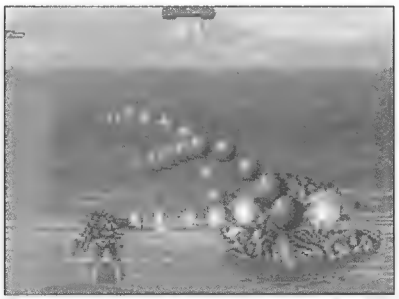
The Ex-Up Eos provides excellent air cover and will supply you with most of your fire power.



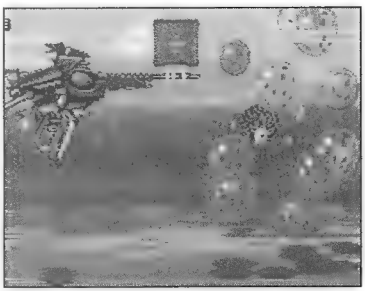


When you're low on special weapon power the Ex-Up Eos proves to be a very deadly substitute.

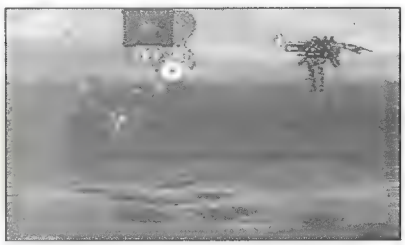
BOSS:



Up from the murky depths will come a creepy one-eyed creature; don't hesitate and just shoot the creature as it rises out of the water. You can only inflict major damage when it has its eye open, and it doesn't open it's eye very much after the first time.



The creature will squirt harmful bubbles (very strange) out from the end of its arms at the last place you were standing. Not to worry though, it has very slow reflexes, so you can move faster than it can follow you. It's safe to walk through the creature to keep away from the stream of bubbles.

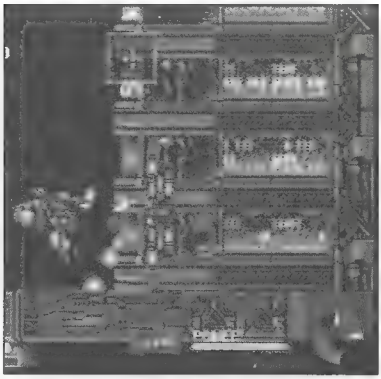


Get the organisms energy level down to half and it will dive! Unfortunately reappearing in another form.

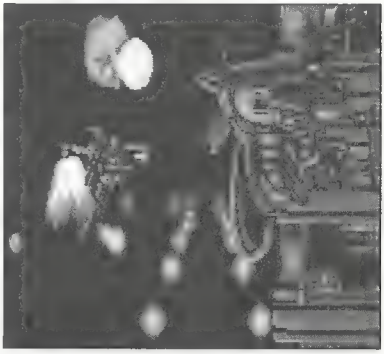
Now that you've destroyed the creature's hard exoskeleton, shoot at the soft brain tissue. The only protection that it has now are the bubbles that follow it around. Fly in circles around the edge of the screen to avoid them, while shooting at it when it exposes itself.

If this game is supposed to take place in some far off world, why is Japan's Mt. Fuji in the background?

STAGE 4:



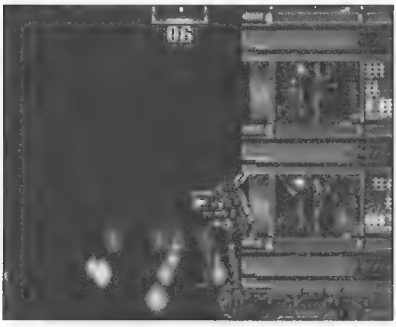
This is going to be a test of your engine management skills. It's a long way to the top of this tower and your primary targets are clinging on the side of it. You won't be able to fly right to the top because your engines will overheat before you even get half-way. There are ledges and Artificial Ground (A.G) platforms to stand on, but most of the time you'll find yourself at the bottom of the tower.

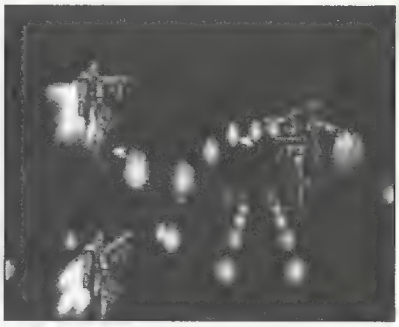


The first enemy to make things difficult is an energy drainer. Take it out so that it can't follow you.

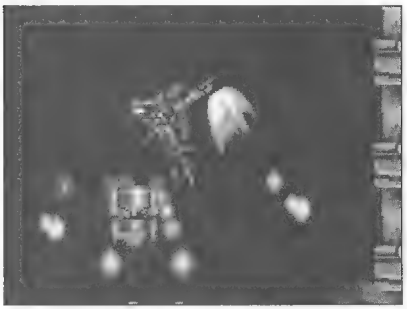
Destroying primary targets is a real challenge in this stage. When you reach a target, hover in front of it. But remember if you over heat, you fall all the way to the bottom and must fly back up. Air mines are released by the targets; maneuver through them to the best of your abilities.

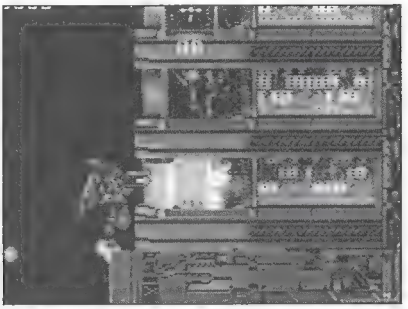
Use the ledges that the targets were mounted on to rest and cool your engines.





There are Rahuna Jet-pack troopers that will swarm around you. Take them seriously and obliterate them. If you don't, they'll accumulate and over power you.

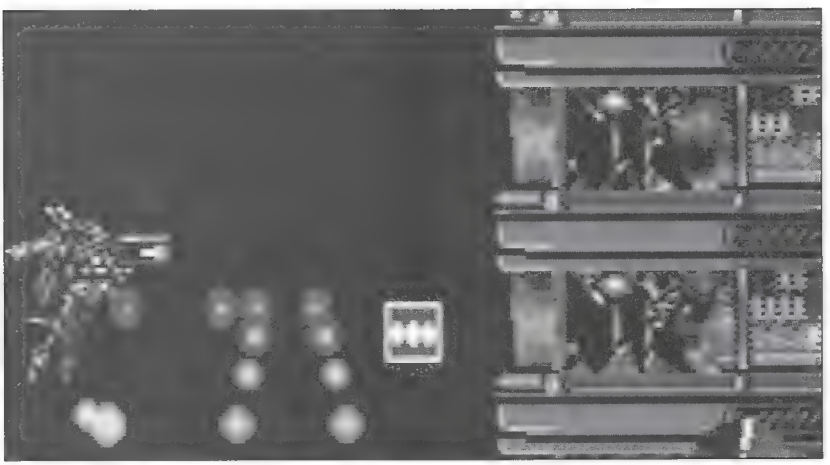




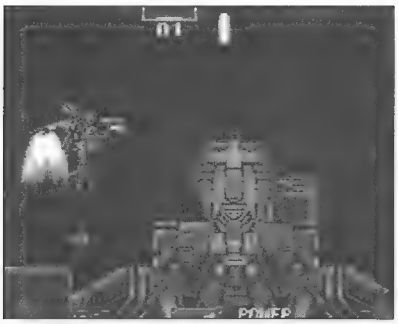
A.G. platforms are found all the way up to the top of the tower. Use them to cool your jets, but since they drop when you stand on them, you can't use them for anything else.

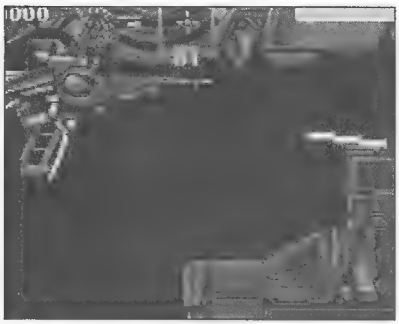
Even though it's dark some of the windows will let light in if you break them. Break all the windows and you should be able to recharge your special weapon energy. The only way to get more energy here is by using this Mini Conversion Unit.

There's a hidden special weapon on this level! To make it appear, shoot at the side of the tower. It is above the fourth target.



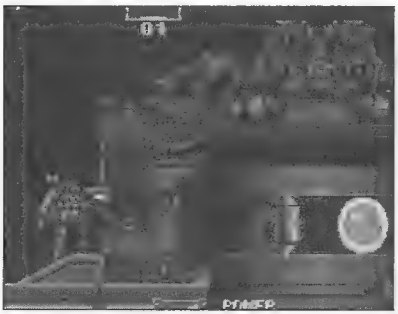
BOSS:

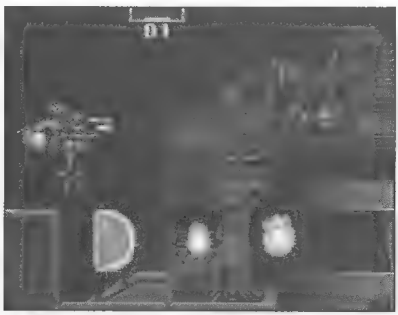




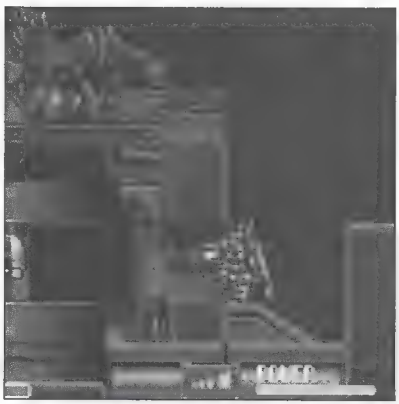
Giant laser cannons are the first targets, and there are five cannons to destroy before you can go for the core of the tower.

The best way to defeat the cannons is to get on the Ex-Up Eos and stay out of range while it does all the firing.

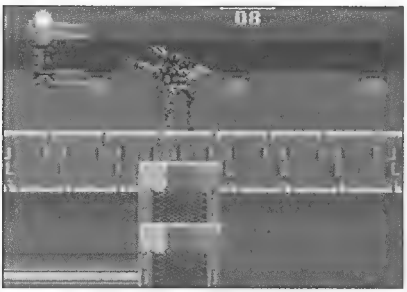




After destroying the cannons, the core will be exposed. The energy ball is the guardian of the core. Shoot at the core and the ball will shoot out at you. Once you hit the core, it will switch sides with the energy ball. Go to the other side to shoot at it. The key to beating the core is to jump every time you shoot at it.

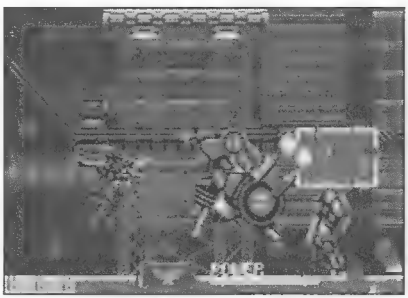


STAGE 5:



Your choice of special weapons is what will get you through this stage, and the Seeker Falcon is the best one to use.

All through-out this stage you'll see spotlights that you should use to recharge your special weapon. This stage can be really difficult because of one particular, annoying kind of enemy, and it'll appear to annoy you throughout the whole stage. The only weapon to annoy it back with is the Seeker Falcon.

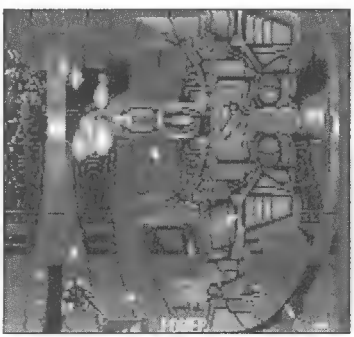


Primary targets are easy to destroy, the only thing that might give you trouble is the fact that they're not stationary and can sometimes sneak past you. And watch your scanner, it'll tell you if you've passed up a target.

The only sources of energy are two Mini Conversion Units that can be found at the right side of this stage.

Overall this stage shouldn't give you any trouble if you use the Falcon Seeker and take your time destroying all the enemies and targets (patience grasshopper).

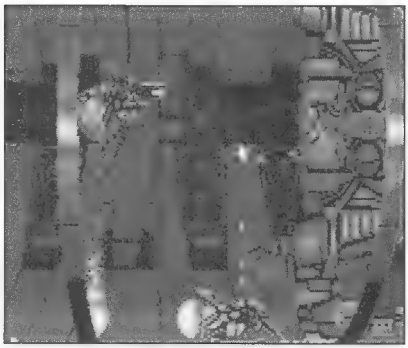
BOSS:



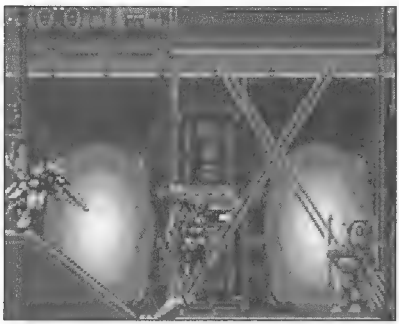
First thing to do is switch special weapons if you're still using the Falcon Seeker. For this boss the Flame Unit is just what you need. Attack the center of the machine and keep moving when it shoots flames at you.

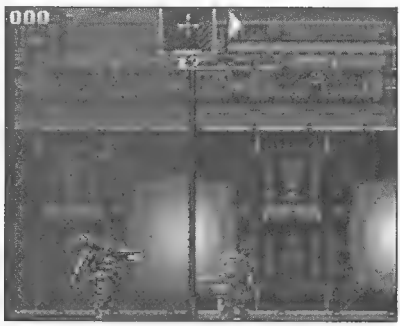
When you destroy the centerpiece, go for the cockpit. Stay in motion, because now the boss will start to pelt you with fireballs.

Before you know it you'll have destroyed this boss; it's not the hardest one by all means.

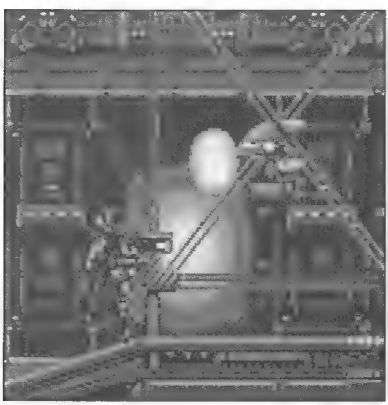


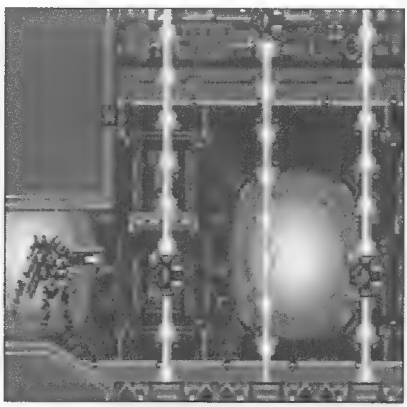
STAGE 6:

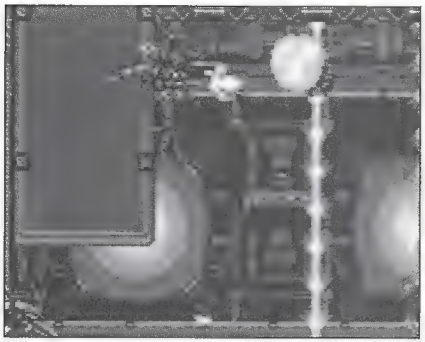




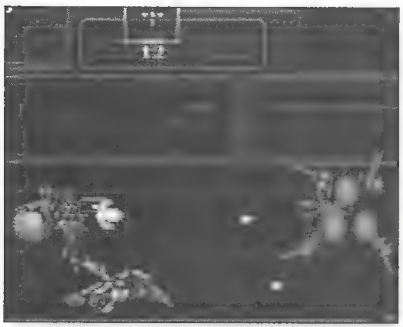
Approach this stage with caution, it's long and full of hazards. The first enemies you'll encounter are the Heavy Armor Guards. To attack the guards, first kick them so they drop their shields, then walk up and atomize them.

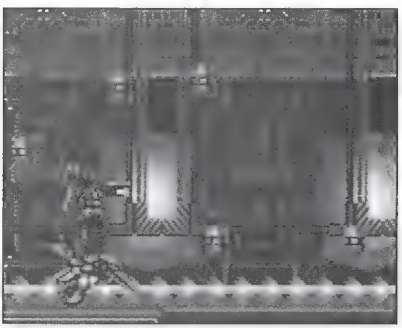




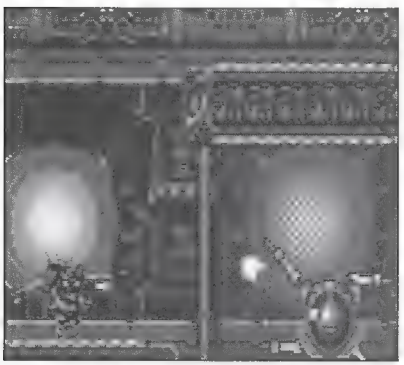


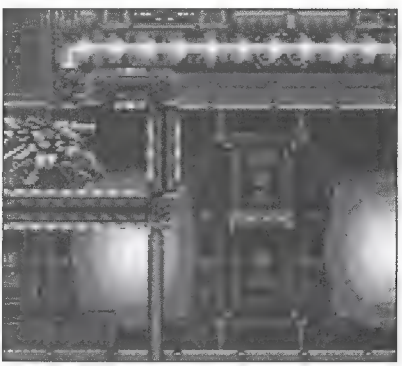
Next you'll see small probes. Stay along the ground so that you don't get toasted by their fireball's. Continue to the right where your progress will be stopped by dangerous energy fields. To de-activate the fields, shoot out the small generators.





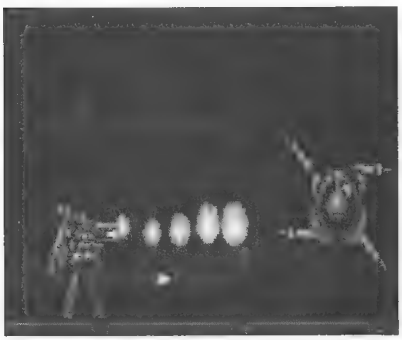
This area has no precious light for your special weapon so you'll have to take out a missile launcher. Stay back and use your main weapon. As you continue to the right you'll encounter an area where the floor is protected by an energy field. Use the Ex-Up Indra to stay above the energy field. Just ride right on past the floating mines as they bob up and down. They can't be destroyed.

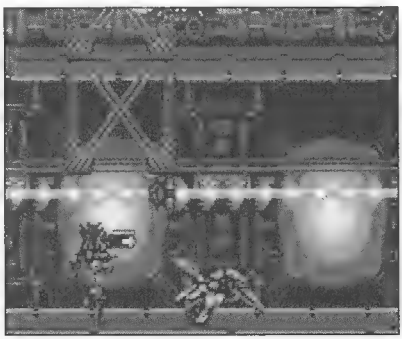




Right after the energy field you'll reach your first primary target, and make sure you don' t let any targets pass you up.

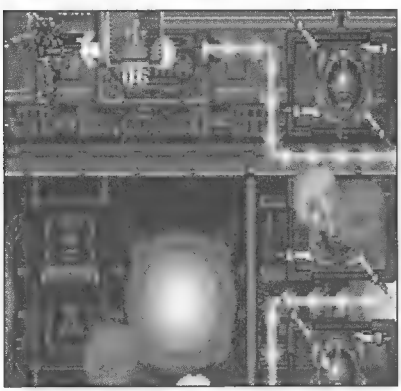
When you see an energy field that covers the ceiling, you'll want to get up to the ledge that has an Ex-Up Indra. This is the only way to destroy the generator that's powering the energy field. Here's how to get past the next section without getting caught in a trap: after destroying the generator, continue to the right past the giant ventilation fans (if you haven't destroyed the generator, the fans would have blown you right into the energy field).

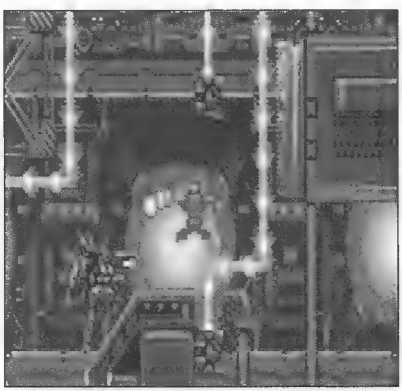




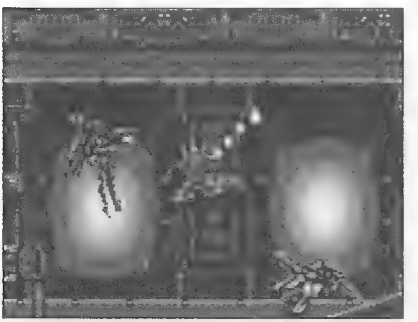
The next wave of primary targets will be in an opaque section. If you use your special weapon to destroy the target, take the time to head back to the left to recharge it.

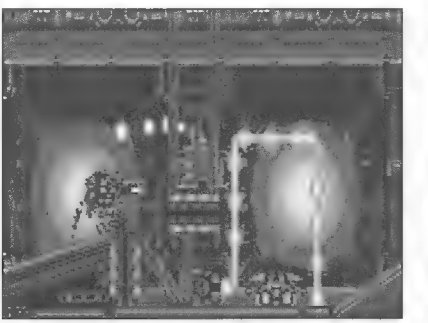
Keep heading to the right, and when you see the energy field, walk under it. Now when you find the generator, destroy it and continue to the right.



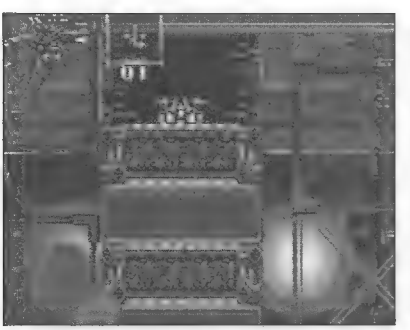


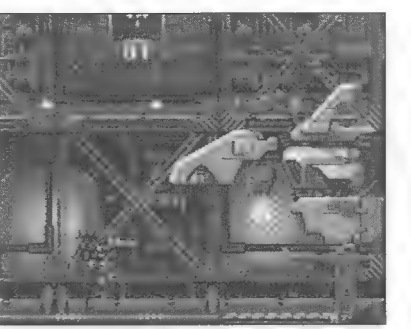
Energy fields surround the next set of primary targets. Before you waste any time, fly up and release the targets by destroying the generator. Right after the targets you'll see more energy fields which are tricky to get past. Carefully walk under the first, then take out the generator. If you fly up by accident... let's just say you'd better have some continues left. Watch out for the fan to the right of the generator because it'll blow you into the energy field.





Now keep moving. See that large creature in the background? It'll shoot fireballs at you but it can only hit you if you stop moving. You can find two Mini Conversion Units in this area. One is in the open, the other is surrounded by an energy field. As you continue toward the right you'll encounter more of the same obstacles.

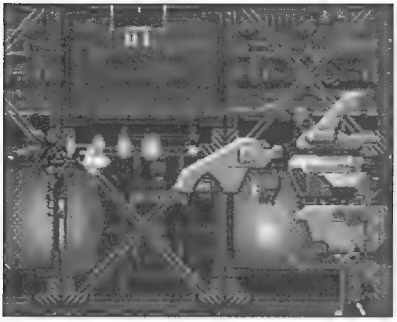


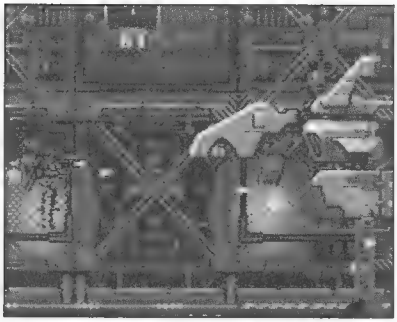


Take your time, you can get another recharge before you reach the end of the stage.

Reach the far right and you'll find yourself facing the second to the last boss!

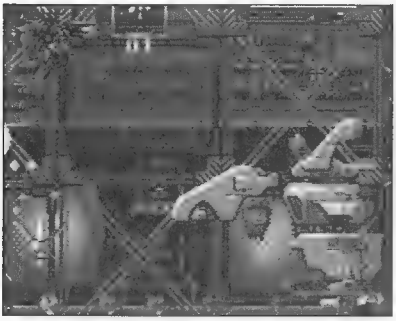
BOSS:

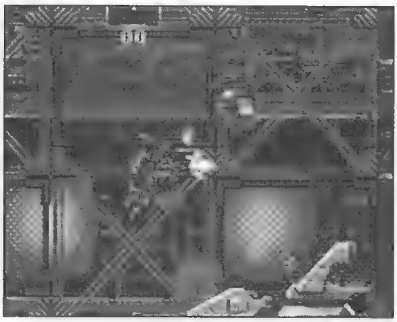




Okay, you've almost made it to the very end of the game and this boss has a lot of the same elements as the other ones.

First shoot it anywhere you want. After a short while the only place you'll be able to hit is the red cockpit, under the main fuselage.

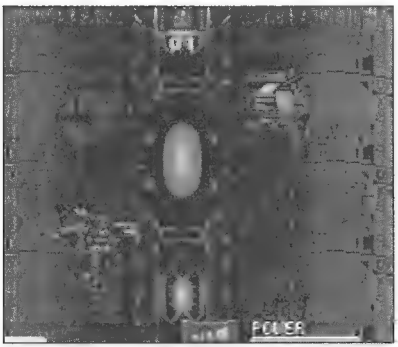


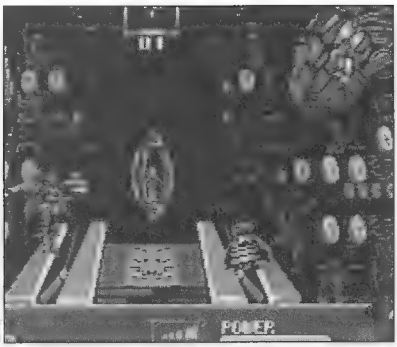


Its main weapons are missiles and plasma balls. The missiles are easy to dodge, but the plasma follows you around the screen. This boss may be easy to beat but it's not over yet, because even though you've destroyed the machine, the cockpit will escape.

FINAL BOSS:

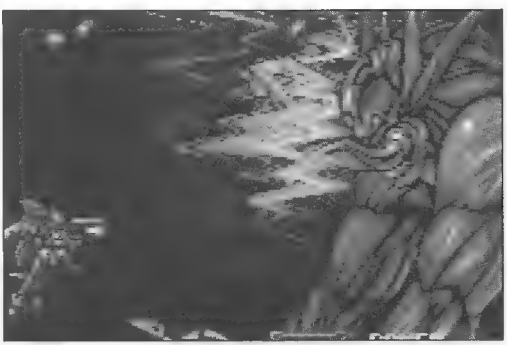
Immediately after beating the last boss, you'll find yourself plummeting down a shaft. And you're not alone, the cockpit is right behind you and it's shooting at you!

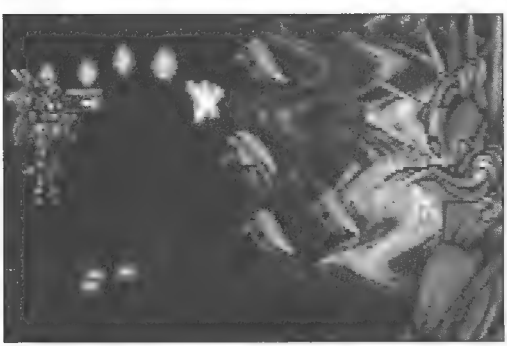




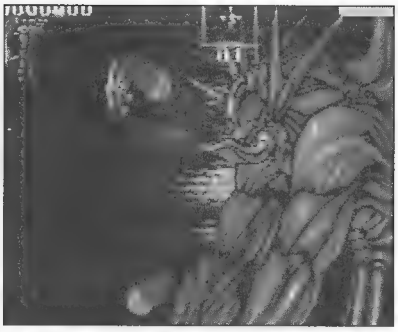
Out maneuver the cockpit by activating your jets for a split second. Pulse your jets all the way to the bottom of the shaft. At the bottom you'll see your girlfriend. While you're momentarily distracted the cockpit will slam to the ground. Now it's distinctly possible that you're in big trouble.

The aliens are about to show their true identity. This ugly boss has many different weapons.





Most can be avoided by simply out maneuvering them and some of the weapons, like the vultures, can be destroyed.



When you see a cross-hair appear on screen, shoot it so it doesn't attract the energy-sucking slime.Shoot the enemy in the face. This is where he launches all he's weapons. Most of the time you can destroy the weapons before they have a chance to activate.

The trickiest of all his armaments is the homing shield. The shield follows your movements. At the same time the boss will fire two large fireballs at you. Move so that the shield blocks the fireballs and sends them bouncing back at the boss. This is the only way to hit him for now.

This is a great time to recharge your special weapon.

Finally, when you get the last boss down to a sliver of energy, it'll start to spew shrapnel. Stay close to its head as you fire at it. When it releases the shrapnel, fly to the left to avoid it.

That's all folks! Thanks to you the Homeworld, and the GLC tribes, are safe and ready to go back to happily managing the planetary systems.

THE SECRETS

Level Skip: Pause the game. Now press Up, Down, Up, Down, Up, Down, C, B, A, Right, Left, and then B.

CHAPTER

12

Rocket Knight Adventures

by Konami

Game Type: Arcade
Difficulty: Hard
Players: 1
Save: Limited continues

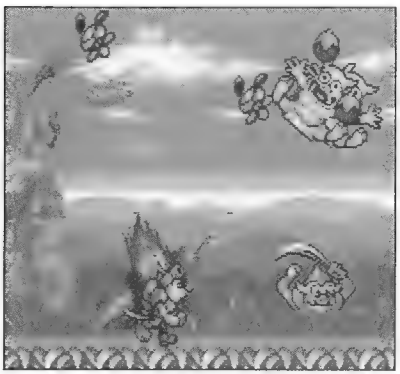
What's Going On?

The planet Elhorn is in danger by a corrupt knight named Axle Gear. You are Sparkster, leader of the Rocket Knights, an elite fighting force that is protecting the Zebulos kingdom. You must stop Axle Gear's devilish plans and rescue the princess. The fate of Zebulos and its people depend on you. Cool plot, awesome game play, and great graphics await you in this hot title.

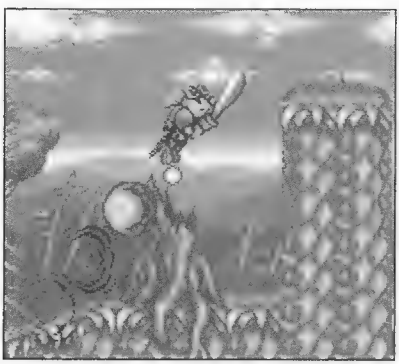
GENERAL STRATEGIES

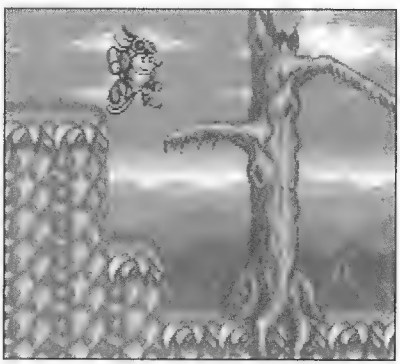
* If you've got a turbo pad you can set one of your fire buttons for rapid fire. Then you can use one button for firing and one for your jet pack. You also won't have a sore thumb from tapping.

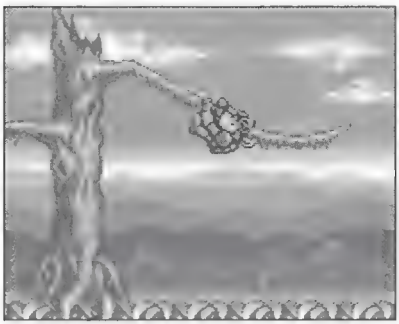
Stage 1: Kingdom of Zebulos

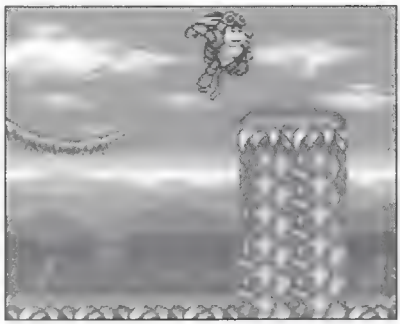


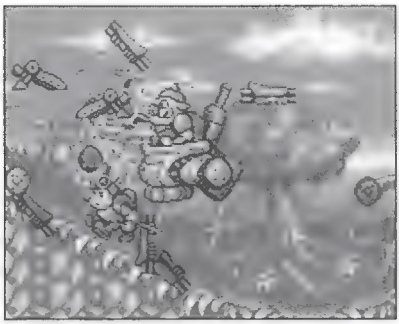
Go to the right while firing at the Pig Soldiers. Continue right and destroy the battle car of pigs, then use your rocket pack to boost past the tall ledge. Keep goin' , taking out the Pig Soldiers, swing jumping over a ledge and bringing the Pig Walkers down to their knees. Now you'll be in a group of some dead trees. Jump and hang from limb to limb while collecting extra bonuses and finding an extra 1up. After collecting the power ups, hop onto the ledge on the right and defeat the Pig Soldiers. then on to fight the Pig Tank.

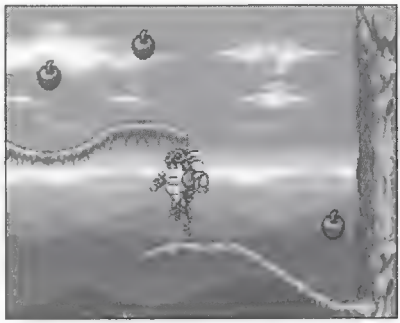




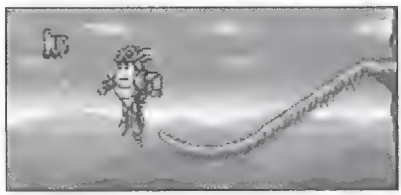




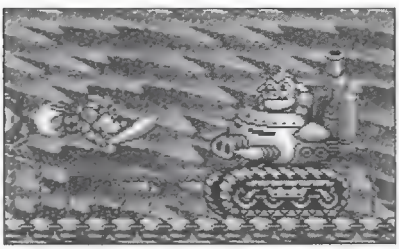


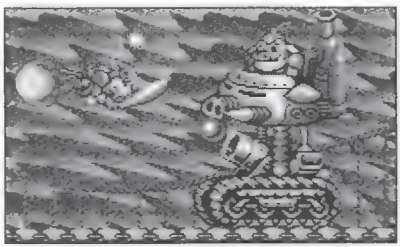


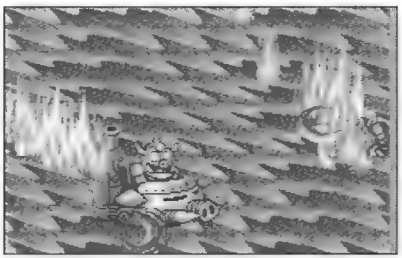
Pig Tank

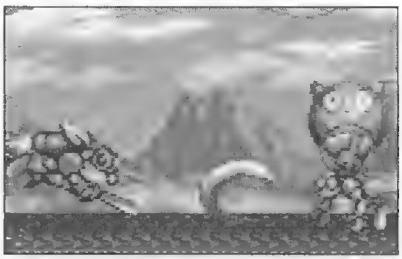


To defeat the Pig Tank immediately start to charge your rocket pack and jet at it a few times to destroy it. As long as your jetting through the air the enemy attack won't hurt you. Once you've destroyed the tracks of the Pig Tank you'll need to destroy the base. Just stay to to right side of the screen and rapid fire with you sword.





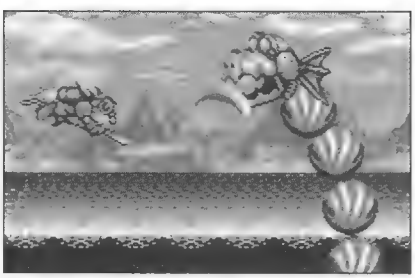




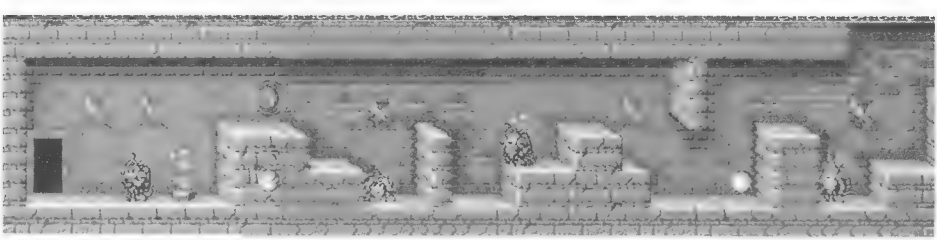
Once you've defeated the Pig Tank you'll land next to a power pack. Pick it up and you'll start to jet to the right. Shoot out all the Robo Shrimp and destroy the mechanical Sea Dragon.

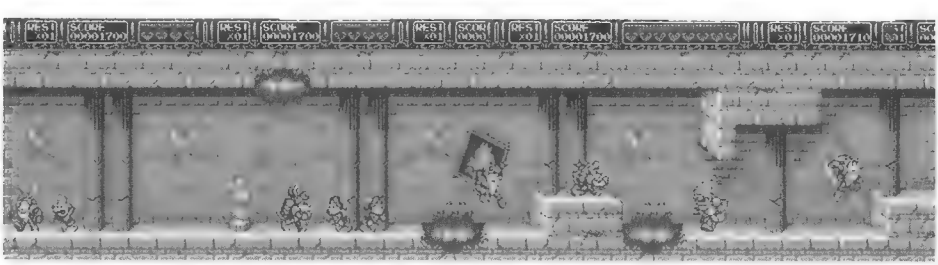
Sea Dragon

Be patient trying to defeat the Sea Dragon. To defeat it shoot at its head several times and it will explode. After you beat the Sea Dragon you'll blast into the kingdom walls.



Metal Spider Guy

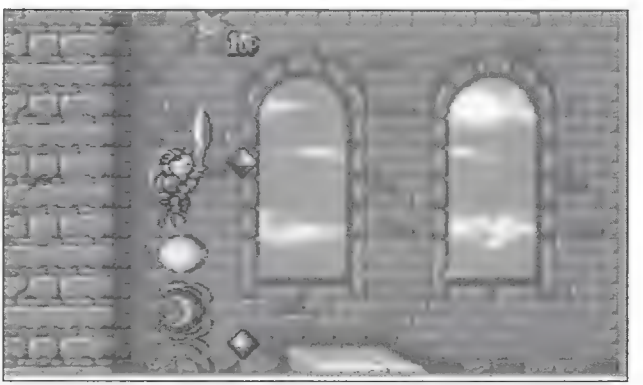


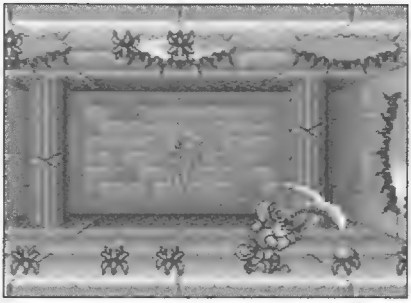


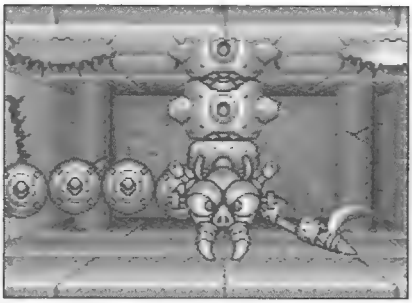
INSIDE THE ZEBULAN CASTLE

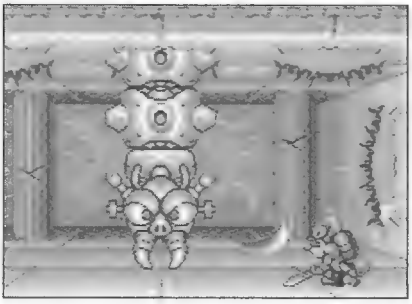
Move through the castle towards the right jumping over the fire pits and destroying the Pig Soldiers. At the end of the first hall charge your rocket pack up to ricochet off the walls onto the top ledge. Now move cautiously to the left jumping more fire pits and dodging the fire backdrafts. At the end of this hall enter the door.

After entering the door you'll need to use your rocket pack to bounce your way to the top while collecting gems. Go through the door and follow the castle floors upward to find a 1-Up , then exit through the last door. Jet up onto the ledge above and pick up the banana bonus before exiting to the boss.



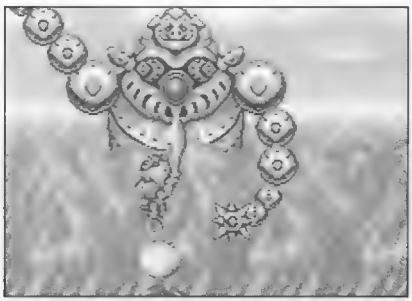


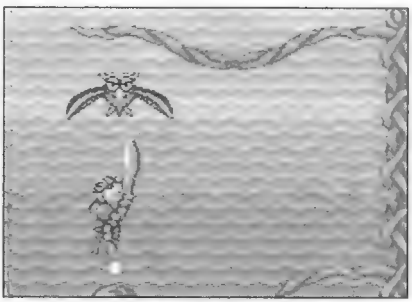




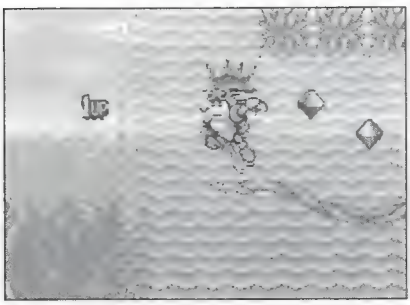
This giant menace will attack you with its legs, fangs and spikes. To defeat it learn its pattern and position yourself in safe spots for each attack. If he drops the spikes, destroy the flashing pod and the spikes will explode. When he uses his leg to try and poke you move to the opposite corner and fire. Watch out for his fang strike because it will pop out anywhere, then move to the side and fire.

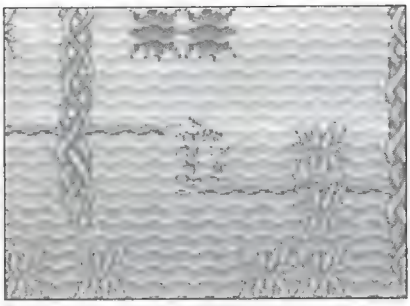
STAGE 2: MOUNTAIN RANGE





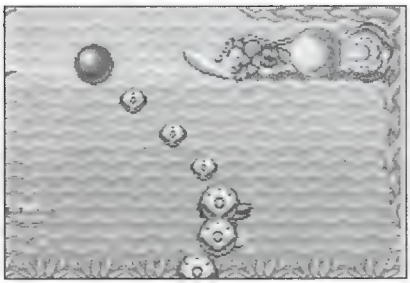
As you start to swim right a Repulsive Raccoon Robot will rise from behind the mountain side. Destroy it by using your rocket pack and blast into its nose. Once you've defeated it swim to the right shooting out the Swamp Hogs, then jump onto the vines. On the vines destroy the birds and pick up the various power ups including a 1-Up.

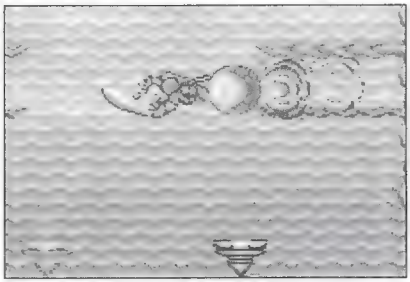




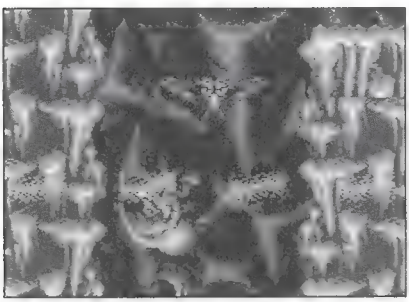
Then go right and use your rocket pack to blast across a gap of spikes, and hop on the platform to continue behind the waterfall. Keep right and at the far right you'll fight the Steel Water Snake.

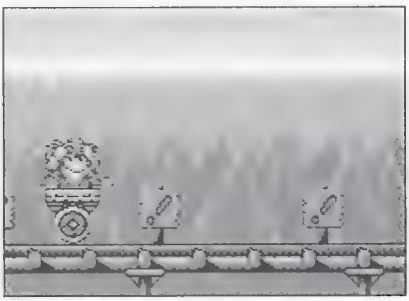
Steel Water Snake



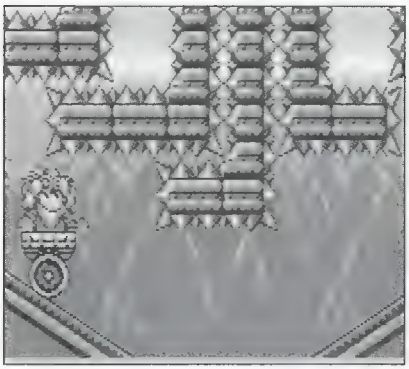


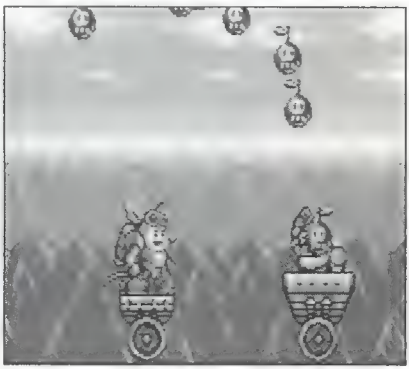
When you get to the Steel Water Snake stay in the foreground and rocket back and forth from the vines hitting the red tail end of the snake. This mid-boss really doesn't have an attack, it'll just run into you. So if it comes at you rocket across to the opposite side . After about 5 to 7 hits it will explode and you'll go right into the cave. Inside the cave weave your way through the water canal, avoiding the spikes and destroying the birds.

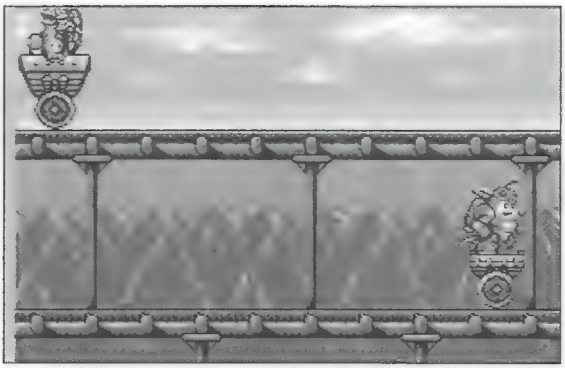




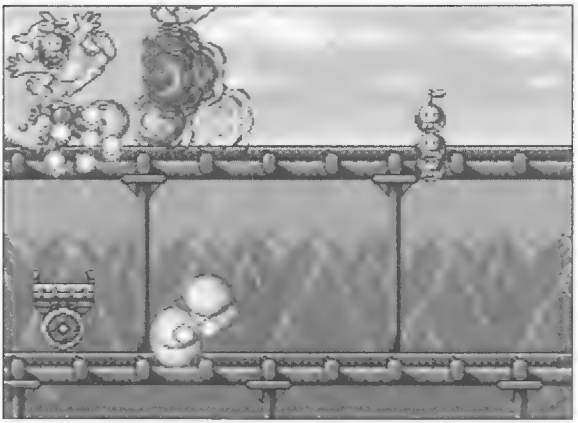
Exit to the right and swim past a hall of chains and spikes to a mine cart. Jump onto the mine cart and when you pass the signs with exclamation marks on them duck to avoid the spikes. Once you've past the spikes shoot left and right to take out the enemy mine carts. They'll be throwing bombs, so you'll want to move in front or under their attacks.



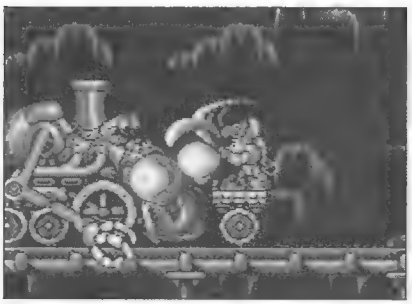


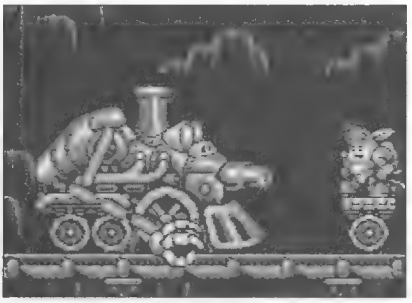


After you destroy all of them get ready to jump of the cart onto a roof top. Collect the power up then jump cart to cart until the mine track splits. Move to the right side of the screen and when the enemy carts get close rocket jump to the left and crash through all of them. Then scoot back to the right and do it again. When you defeat them all you'll crash through a barn full of chickens. Jump off the weakening cart onto the roof top then jump onto a new cart and go up against to boss.

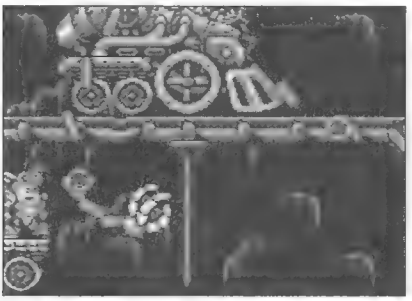


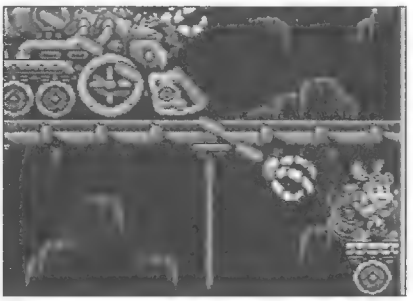
Metal Beetle Train



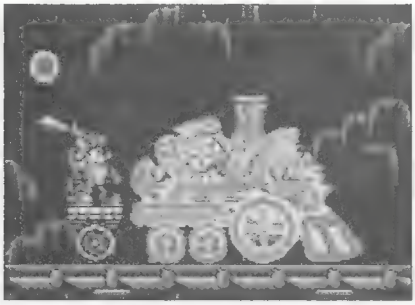


This boss will attack from the left first, so move to the right and jump its pulse shots while hitting it in its barrel. Stay in the right corner, the boss won't move forward enough to hit you. After you bust the barrel off he'll retreat and the track will split. This part is a bit tougher. Again stay to the right and watch its hands they're the spot you'll want to hit. As it moves closer, rocket over to the left to dodge its hands, then as it moves back to left rocket back to the right. Now the boss will pull its arms in then lunge out to grab you.



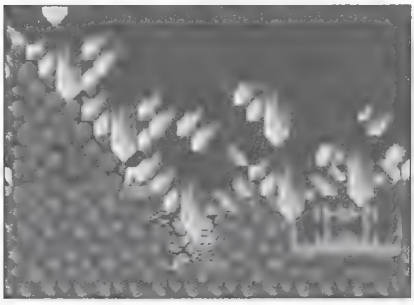


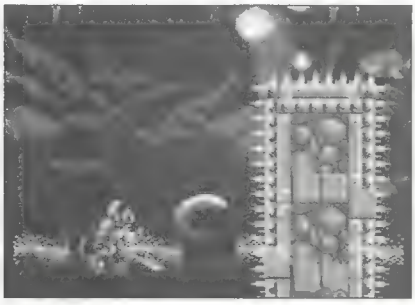
Stay in the right corner and let the first arm shoot out while charging your rocket pack. It will miss and the second arm will shoot out, duck down and use your rocket attack to spin right through its hand. The first arm will reach out one last time, then the second, just use the same pattern and after a few hits its arms will break off. Now upset, the train will speed forward and the track will come back together. Now you'll be trailing this mean machine, dodging its lob shots and hitting it on the red spot of its engine. Destroy that and your on your way to stage 3.



STAGE 3: GOING UNDERGROUND

Move to the right keeping your toes out of the hot lava. One touch and you are toast. You'll come to a gap with no visible ledges to jump on, wait for the lava to reflect hidden ledges behind the rock formations, then jump.



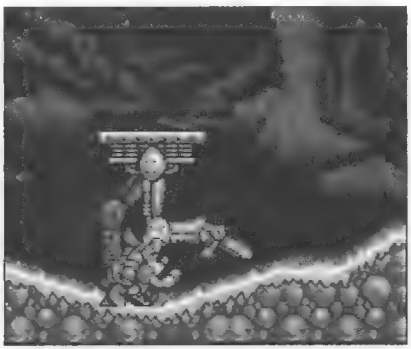


Use the reflection to judge each jump across the gap then jump over to get a 1up and exit the area. Now you'll drop into an underground river. Swim pass the reef of spikes and destroy the fish.

When you come to the banana power up the fish will stop attacking and you'll just need to swim safely pass the spikes to an opening on the bottom right. Swim downward and you'll fight the Crab Rangoon.

Crab Rangoon

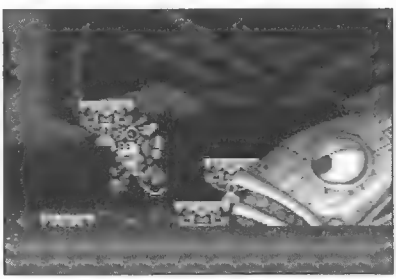
This bad boy is going to charge from the bottom of the screen. He has two snapping claws that will dart out at you and his vulnerable spot is the cockpit. To attack it, stay on the left side of the screen, charge your rocket pack and blast into the front of the mechanical menace. After 7-8 hits the ship will explode and you'll exit through the door.

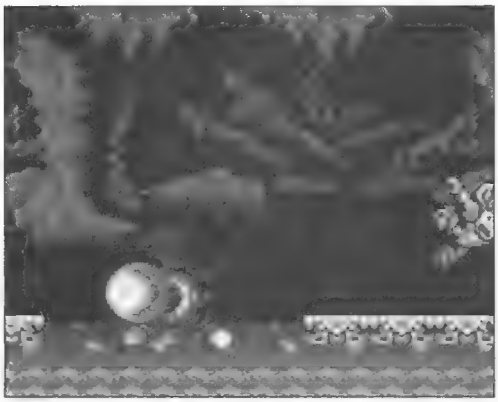


Now you'll be in a volcanic cavern. Jump onto the walker to cross the lava while swinging your laser sword to wipe out the birds. When the walker starts to walk on land jump off and walk along side it to avoid the spikes , then when it starts back into the lava hitch another ride until you exit to the far right to fight the Fire Fish.

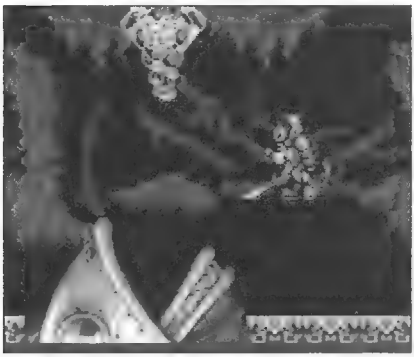
Fire fish

Stay on the left side of blocks because the boss will rise from the lava on the right. The fish will start to clamp its jaws and the blocks will progressively move faster into its mouth.





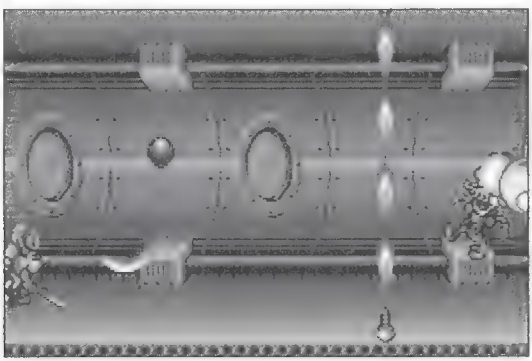
If you stay on the bottom set of blocks you can walk away from its mouth without falling into the lava and if you get too close you can jump safely onto a higher block. When the fish goes back into the lava all the remaining blocks on the screen will fall into the lava. As soon as your about to hit the lava, jump to the right side of the screen to land on a platform. Now the boss will appear in the center of the screen and shoot out bullets and power ups. Move left to right avoiding the shots and collecting power ups. After its finished firing the shots a Pig Soldier will pop out from its mouth. This is the only time you can attack. Jump and swing to hit the enemy as many times as you can until he goes back in. This time the fish will go down and resurface on the left side. Use the same pattern as before, only instead of staying on the lower blocks walk to the right on the high path. You can walk without falling through the gaps and if you come to close to the boss just jump and you'll land on a further block. When he goes back down he'll reappear in the center again, use the same pattern as before and after a few more hits the Fire fish will be destroyed.



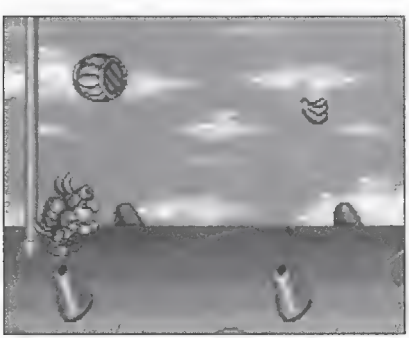
STAGE 4: FLYING BATTLESHIP

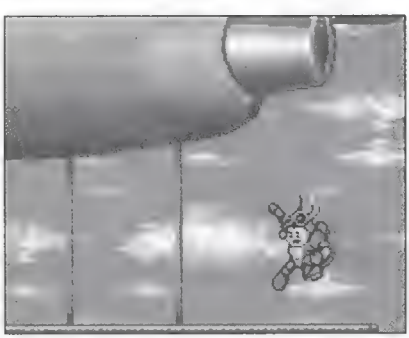
Captain Fleagle

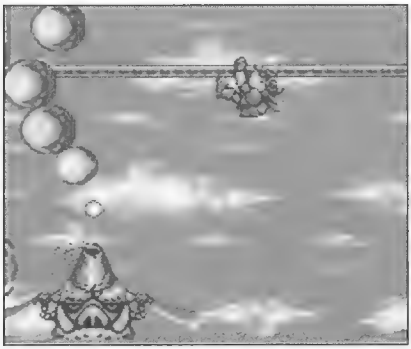
At the start of this level you'll need to get past ol' Captain Feagle before you can go any further. He's behind a protective shield so your attacks won't harm him. But, if you move to the left of the screen and wait for him to throw the bombs. When they get close, you can hit them back at him. Once you've hit him enough times he'll run away and you'll be able to exit onto the top of the plane.

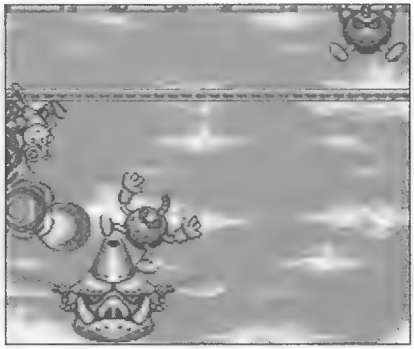


Now walk to the right jumping and avoiding the barrels that Captain Fleagle is throwing at you. When you get to the captain hit him, then jump onto the nose of the plane. It will start to slide off and you'll need to jump back to the left to hang on the railing. Move left destroying the bomb guys and collecting the 1up. Then to the far left there will be a flame blaster.

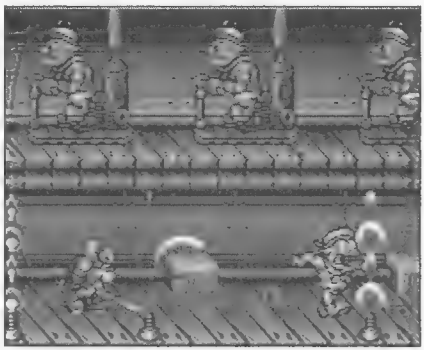






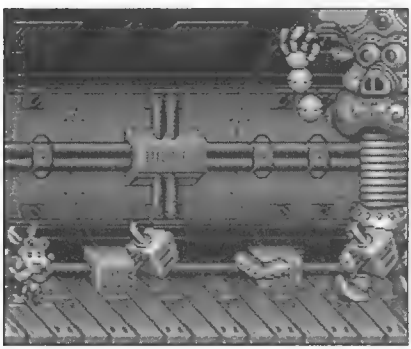


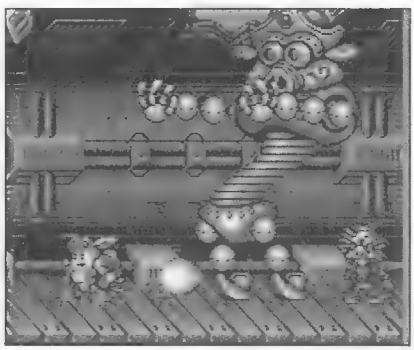
Move left to right avoiding the blasts, until bomb guys drop onto the rail from the pay load. Position the flame blaster and hit the bomb guys to fall onto the flame blaster. After a few hits the flame blaster will be destroyed. Continue left jumping from swing to swing back into the plane.



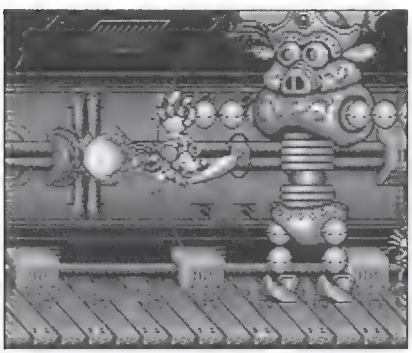
Inside the plane you will need to go right, taking out the Pig Soldiers with bazookas and moving in between the laser shields. At the end collect the power up and exit to fight the Dancing Pigbot.

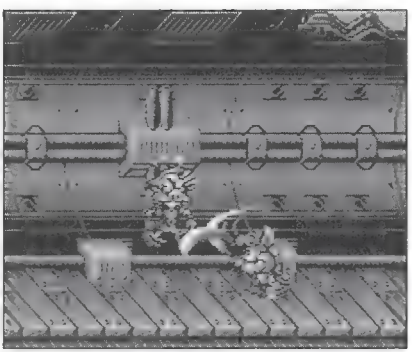
Dancing Pigbot





When you get to this boss stay to the left to avoid the debree falling from the ceiling. Then, as it goes crazy, move up closer to it and dodge the falling metal while charging your rocket pack. After its little dance the boss will open its mid section and fire pulse shots at you. Rocket into the red orb five times and the Pigbot will be destroyed. Now, really upset, Captain Fleagle will make one last ditch effort to beat you by charging you. Move to the center of the screen turn left to right hitting the captain until he's beat once and for all.



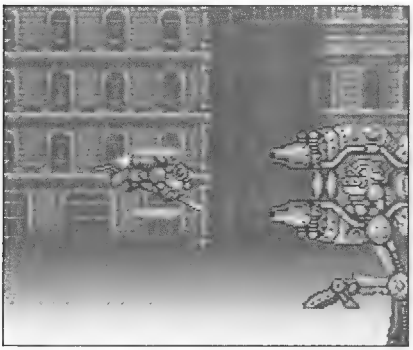


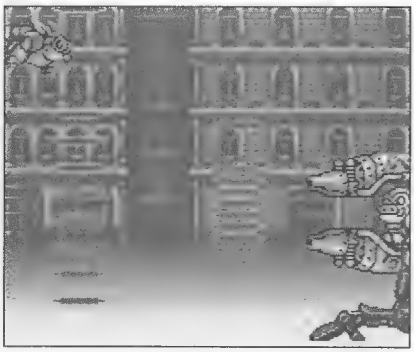
STAGE 5: KINGDOM OF DEVOTINDOS

As you fly, dodge the missiles and bullets and destroy the Pig Soldiers hanging from their balloons. Once you've passed the enemy air attack you'll dive into the city streets to fight the Pulsating Plasma Blaster.

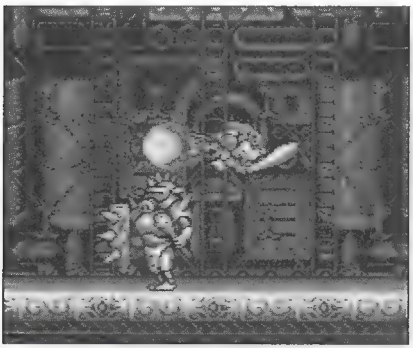
Pulsating Plasma Blaster

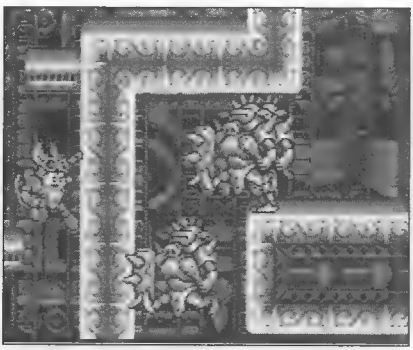
This mid-boss is reminiscent of the old Gradius boss, as well as other hit Konami games. To defeat this boss shoot it in the center of the ship, taking out the three protective barriers, then shooting the Pig Soldier inside. While trying to shoot the boss, you'll need to avoid its laser rays. When it fires you'll need to squeeze through the middle of its shots. After you've defeated the Pulsating Plasma Blaster you'll crash into the Emperor's castle.

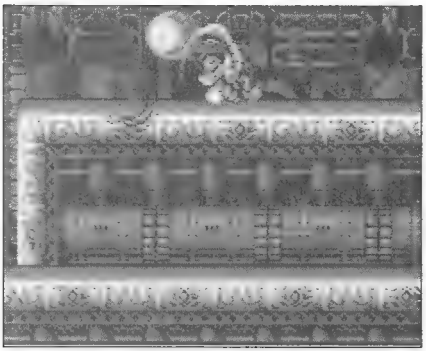




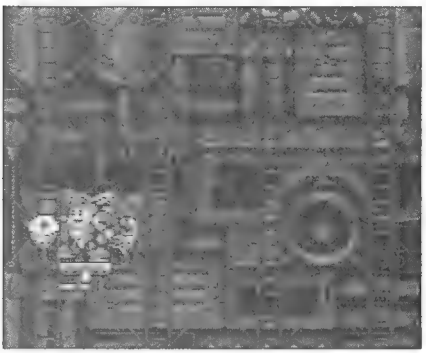
Quickly start to the right, jumping for the 1up and rocketing over the Invisible Armored Pig to the transporter door. Now race to the bottom of the hallway to another transporter door before the armored pigs get to you. Then run down one last hall, jump on the red button to deactivate the energy shield and enter the door.





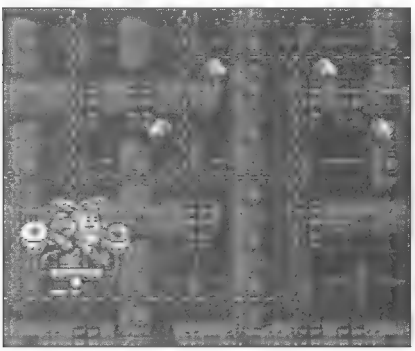


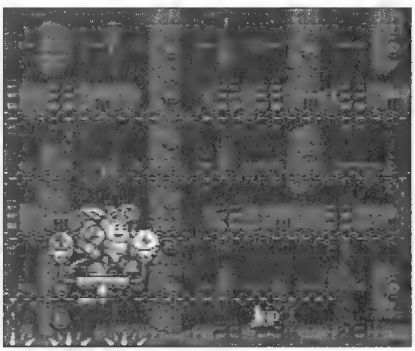
Shoot out the post and quickly move under the opening to the right. As the structure starts to move downward run, jump and rocket to avoid from being crushed. At the top will be a transporter door.

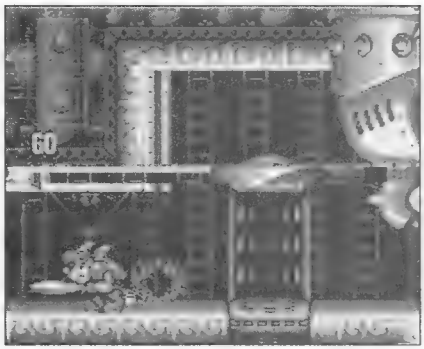


Here you'll need to jump onto the elevator platform. Swing your sword over the down symbol to go downward as you move and hit the up symbol to go up. To stop from going to far up or down just hit the opposite direction and you'll cancel it out. To exit to the next room move to the top right corner and go through the transporter door.

You'll get onto another elevator platform and need to maneuver yourself between energy spikes. Use the gems as a general path to move through the level. At one point of the level you can break off your path to a high route that will bring you to a 1up. To the far right will be the transporter door.



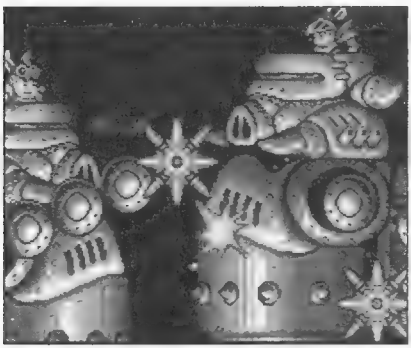


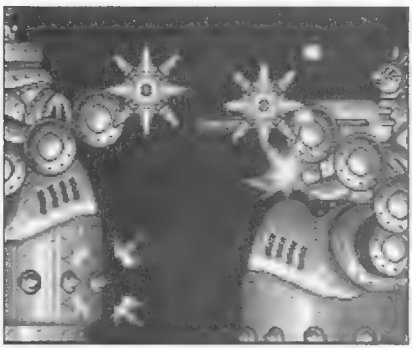


Uh oh, Axle Gear is in his Giant Pigbot! Quickly charge your rocket pack to blast off as soon as the iron door opens. Run and rocket your way to the far left. If your fast enough you can get the 1up, if not just rush to your Giant Pigbot and get ready for some rock em' sock em' action.

Giant Pigbot

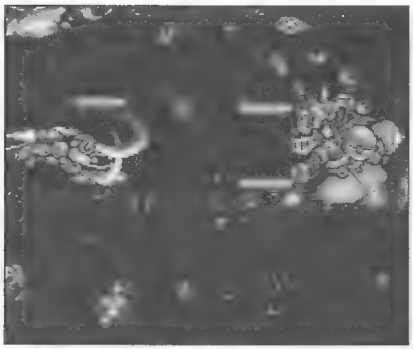
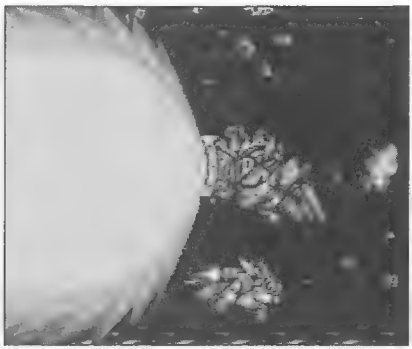
Basically you have to hit Axle's Pigbot about twice as many times as he needs to hit you. To get a good start and get in about four hits before he can get you walk backwards until your Pigbot is at its lowest point. Then when Axle comes at you swing and you'll hit him. After about the fourth hit Axle will wise up and try to attack from a different height. After the four hits you'll need about four more and you'll finally defeat the level.





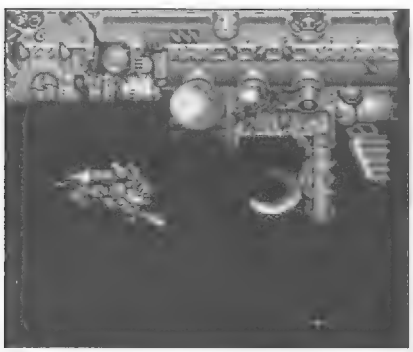
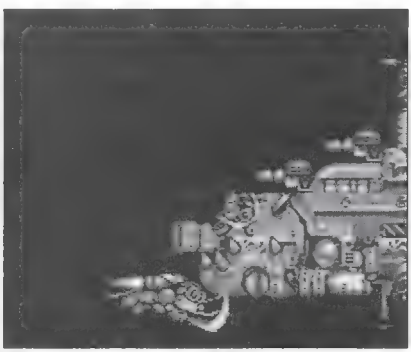
STAGE 6: DEEP SPACE

As your flying shoot out the robot heads and asteroids until you come to a flying robot holding a shield. You'll notice you can't harm the robot with its shield up. Wait for it to lower its shield then swing away, but watch for its laser beams.

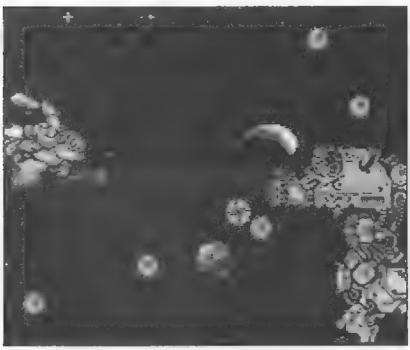
After you destroy the robot Axle Gear will show up with some astronaut Pig Soldiers. Take out the Pig Soldiers as fast as possible, then move towards the far right part of the screen to avoid Axle's Polarized Cannon Blaster. Defeat Axle and you'll go against the Multi Space Craft.

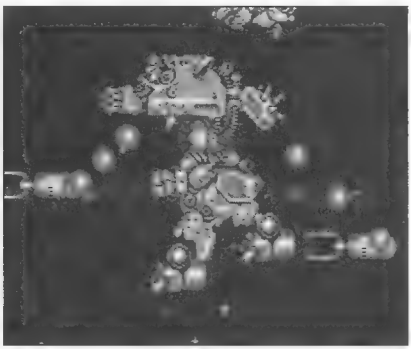
Multi Space Craft

Move cautiously avoiding the ship and its guns while it warps in and out of the screen. To make moving around the ship easier, shoot out the guns, then destroy the pay load door that flaps down. Once you destroy that part of the ship you'll need to hit the red orb on the front nose of the ship. As you try to do this it will open up and fire a spread shot. Dodge the spread shots then continuously blast at the red orb until the front of the ship shoots forward. Now a red orb will open up on the main ship. Hit it until the ship explodes and the pilot will transform into a hyper motion robot.

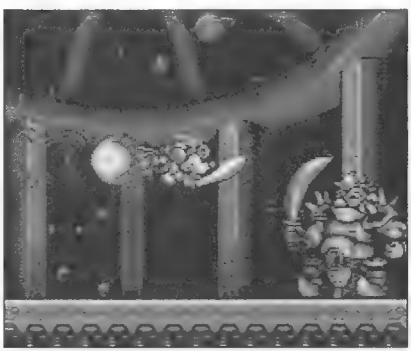
This bizzerk machine can't be hurt until it starts to juggle its red orb. Until then dodge its shots and homing beam. After you hit it, fly past its head to avoid its hyper attack. After about four hits to the red orb you'll defeat the robot.



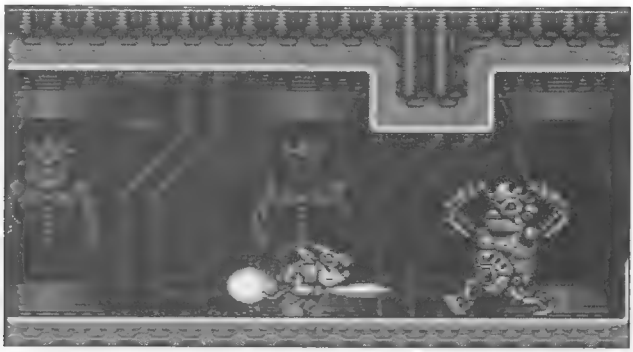


STAGE 7: THE PIG STAR

Emperor Devligus Devotinos

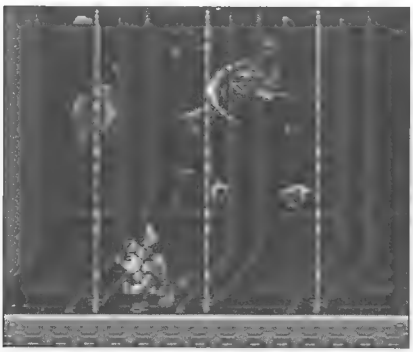


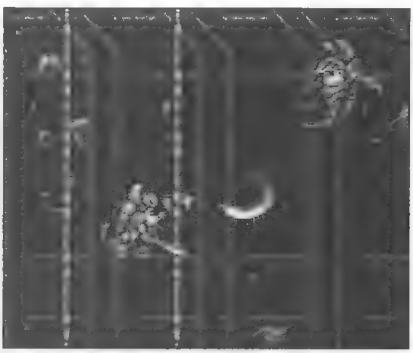
Devotinos will attack with a fire ball in a high low pattern. Jump and duck his shots while charging your rocket pack and when your fully charged blast into him. After about five shots he'll explode into his ecto skeleton. Again blast into him while avoiding his legs that will lunge out at you. Once defeated enter the transporter door.



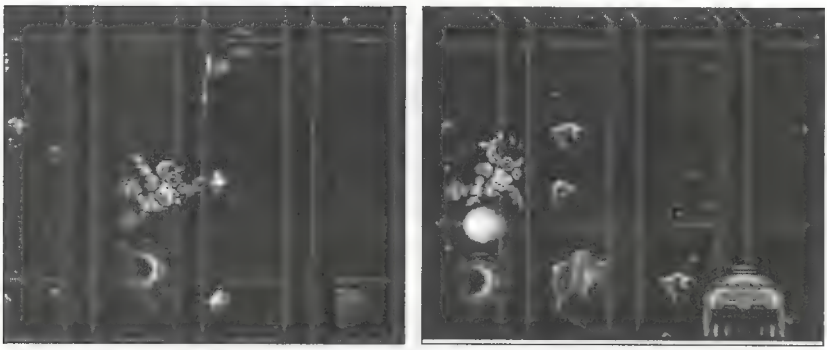
Walk to the far right while destroying the cyber pigs that come out from the walls. Go into the transporter door and you'll meet Axle for the final confrontation!

Axle Gear



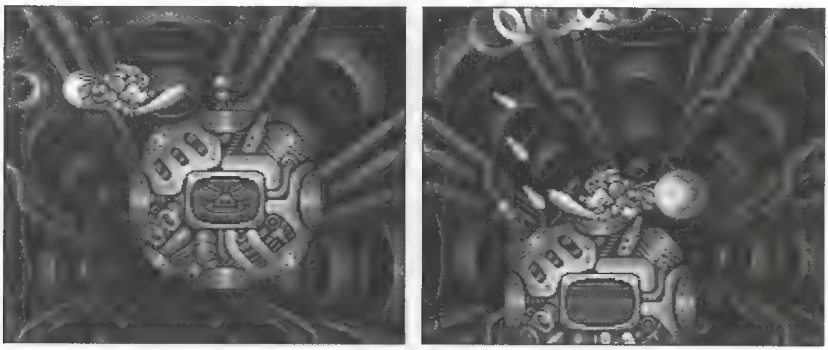


As soon as you can move get into the center of the screen and swing non stop at Axle. He will fire back at you, but your shots will cancel his. When he jumps move under him, turn and shoot. After about ten to twelve hit he'll fly away and make things a bit tougher. The left wall will explode and the air pressure will cause a vacuum. Jump and hang onto the pole furthest to the right, then move up and down to position yourself to hit Axle. After ten or so hits Axle will be defeated and you'll need to exit through the door. Walk to the right destroying the Cyber Pigs to the transporter door, and into a gravity room.



Jump and Rocket to collect the power ups and the 1-Ups then go into the last transporter door to fight The Matrix.

The Matrix



The Matrix has eight opening around it. To defeat it, you need to hit the red orb that will pop out one of the port holes. Charge your Rocket Pack, do a high jump and blast at the red orb. After you hit it a couple of times The Matrix will fire its electro beam and sonar rings. Avoid its shots and time your rocket blasts until its defeated. You've done it! Go into the transporter door and get inside the escape shuttle to head back to Elhorn.

Wait...The Matrix is chasing you through space. Quick, dodge its sonar rings and live wires until the re entry into the atmosphere causes it to burn up. Now your done, Congrats!

CHAPTER

13

Shinobi III

by Sega of America

Game Type: Action
Difficulty: Moderate
Players: 1
Save: Limited continues

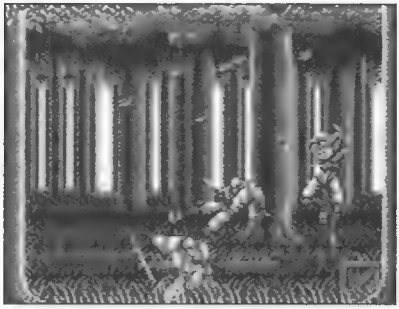
What's Going On?

Joe's back on the Sega. No, not Montana, but that slice 'em, dice 'em ninja master, Joe Musashi. Seems that the Neo Zeed is back and producing an army of bio-ninjas. Again, it's up to you, to stop the forces of Neo Zeed and destroy the Shadow Master. Get ready for a whole new Shinobi.

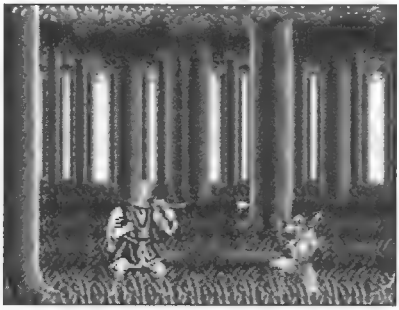
GENERAL STRATEGIES

* Learn how to use Shinobi's special techniques during the earlier levels. This way you'll have sharper skills through the last levels.

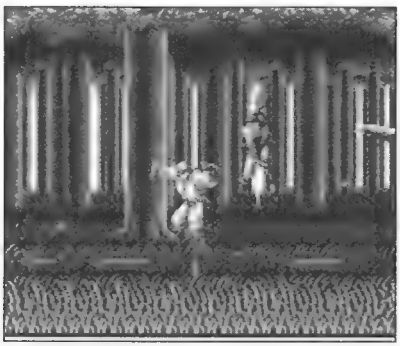
ROUND 1: ZEED'S RESURRECTION

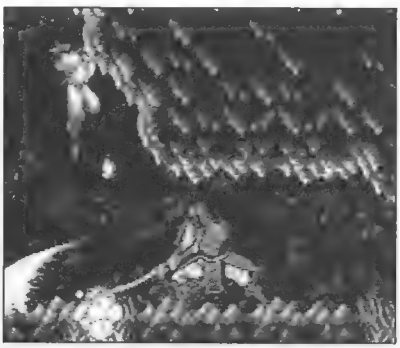


Start off to the right and take out the ninjas hiding from within the trees.



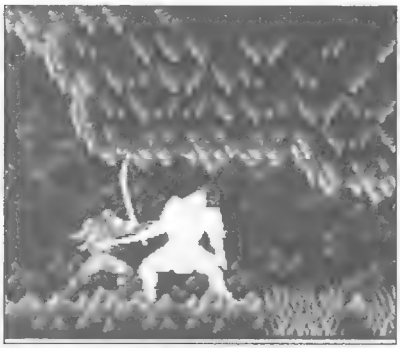
Beware for the man who wears a basket on his head. If you let him pass, he'll turn around and fire a dart from his blow gun.



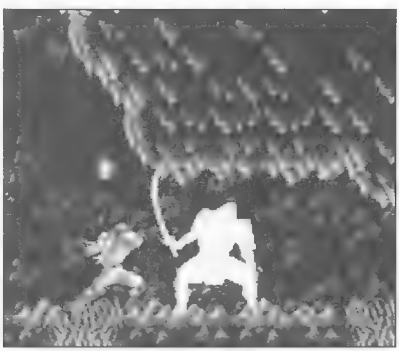


These girls play tough! Don't let them attack you with their leaping sword slashes.

To defeat the Samurai its best to use one of these two methods:

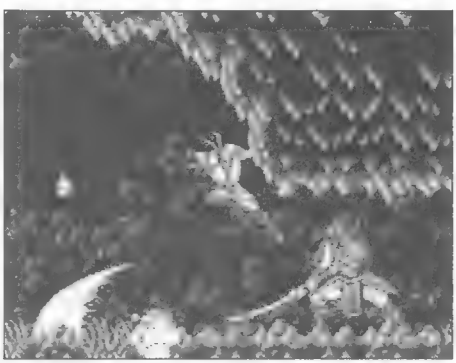


a) Stand up close to him and jump his ground wave attack, then hit him with three quick slashes.



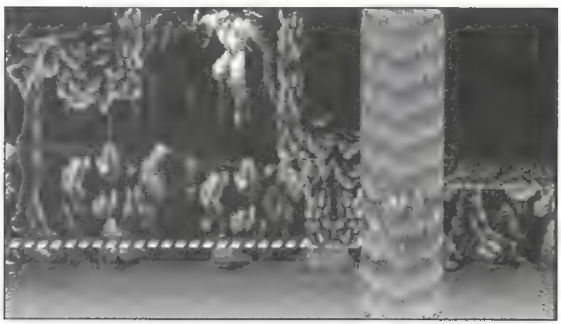
b) Or practice your Death Kick attack. Jump the ground wave and kick!

* To defeat the last Samurai you'll need to hit six times.
* When you Spider walk across the first rope, jump to find a hidden room.



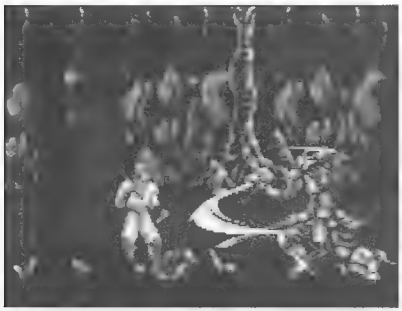
Use your Kabekeri technique to scale over tall obstacles.

Keep a look out for spikes.

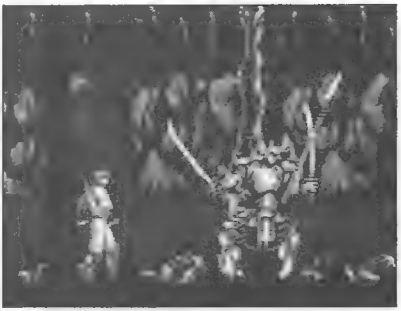


Swing across another gap, but before exiting jump to find another hidden room with a 1-Up and extra Shurikins.

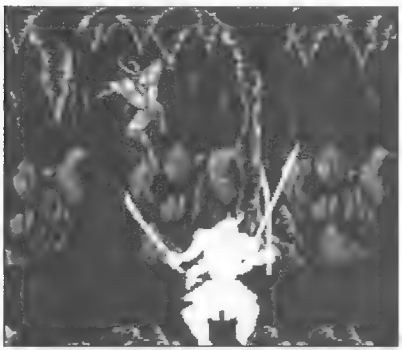
BOSS 1



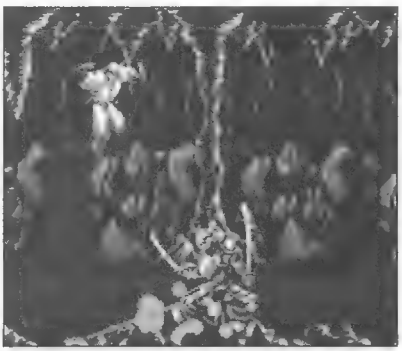
Stand too close and he'll take a swing at ya'.



After he takes a swing at you is the only chance you have to harm him. Quickly throw a Shurikin.



Or land a Death Kick!



After you hit him get ready to quickly jump as he dashes toward you.

It'll take about seven hits to defeat him.

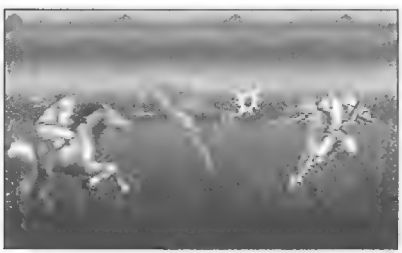
ROUND 2: SECRET ENTRY

As you gallop through the marsh wiping out oncoming ninja's, be careful for spike Barricades. Be prepared to jump when the exclamation sign flashes on the screen.

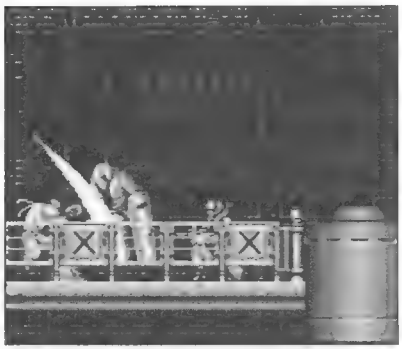
After a few jumps get ready for a 1Up to appear.

The mid-boss will be in mid air when he comes onto the screen. Stay to the left side of the screen to be able to jump his spears.

Time his entrance onto the screen with a Shurikin for a sure fire hit!



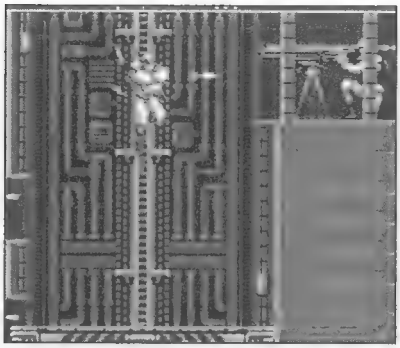
When he exits the left side of the screen he'll jump back in. Stay to the left corner to avoid his attack and throw a Shurikin.



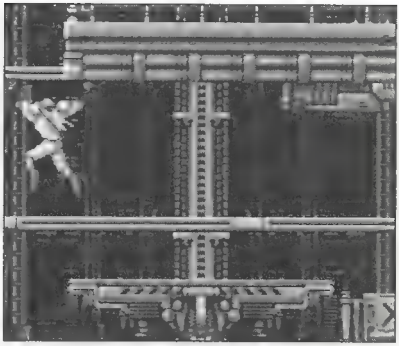
Use your Ninja Death Strike to take out the shielded guards.

Jump to find extra Power-Ups.

Get a running start and do a spinning jump across to get more Power-Ups.

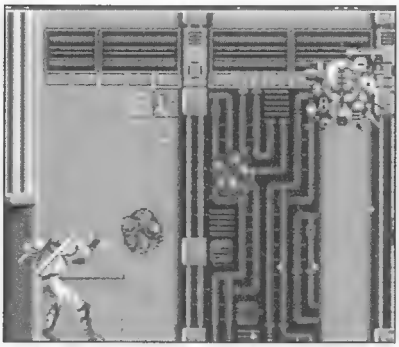


Throw a timely Shurikin to wipe out soldiers before they can fire.

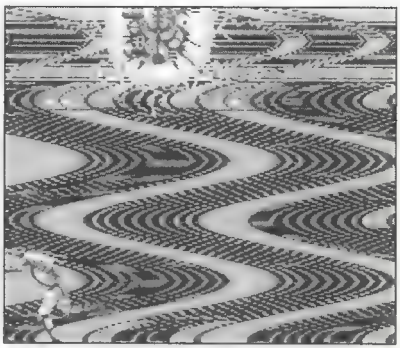


Concentrate on the path above you. Jump and swing onto the beams to safely continue upward.

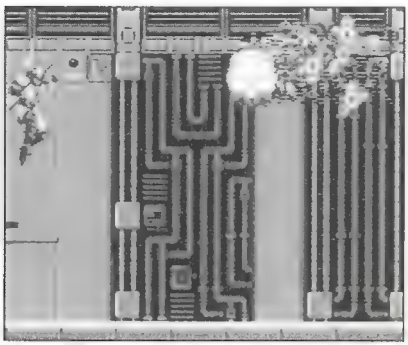
BOSS 2



Look out for the Starburst bombs, they'll explode releasing a spread shot.

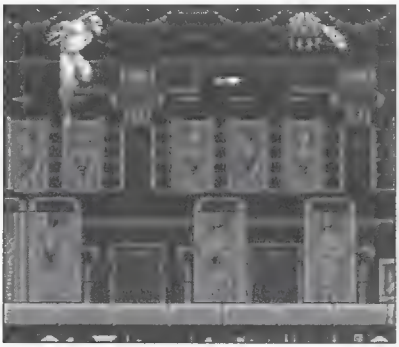


Run to either corner when controls are reversed on you.

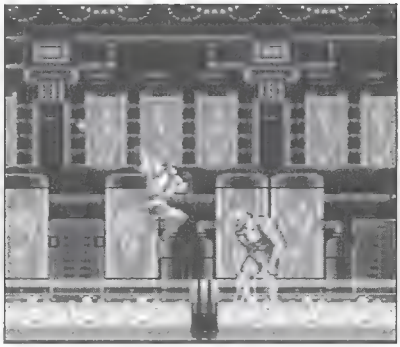


Jump shoot whenever possible. Don't try to rush past the boss.

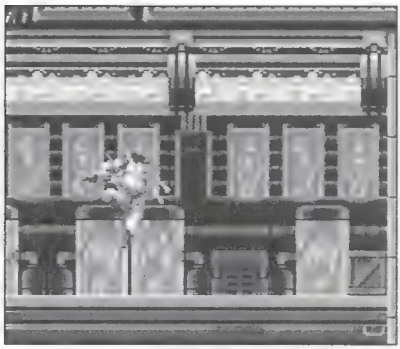
ROUND 3: BODY WEAPON



Jump to shoot down the hanging brain flies.



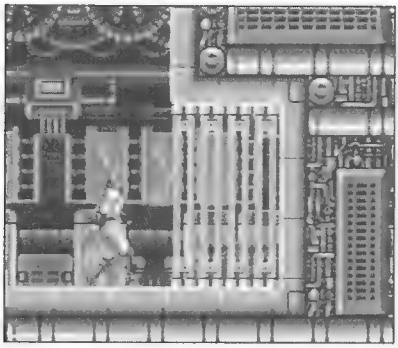
Use your Ninja Death Strike to wipe out the bio-forms that ooze out from the bubbling chemicals.



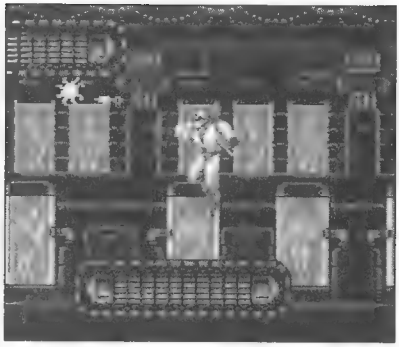
Explore different paths for extra Powe-Ups.

Deliver a quick slash to embryo's that break out of their tubes as you pass.

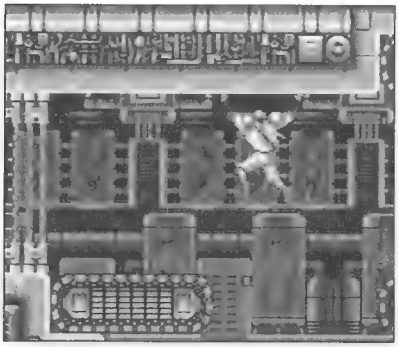
After slicing your way through the mutated embryo's, swing across the conveyor belt.



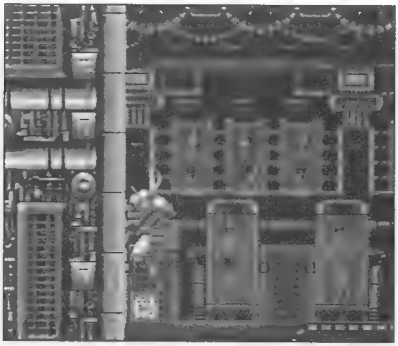
Before following the conveyor belts upward, pick up two extra Power-Ups.



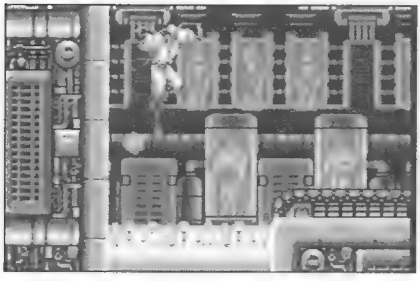
Throw Shurikins at the rotating electrodes.



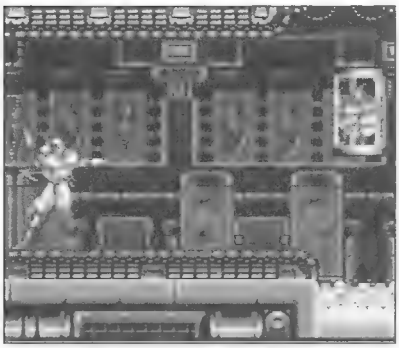
At the top of the area go to your far left to pick up two more need Power-Ups, then swing to the right.



When you get across the gap fall straight off the right edge of the ledge and you'll land on top of a box. Hold the controller down and to the left then hit the attack button to send a quick kick through the box.



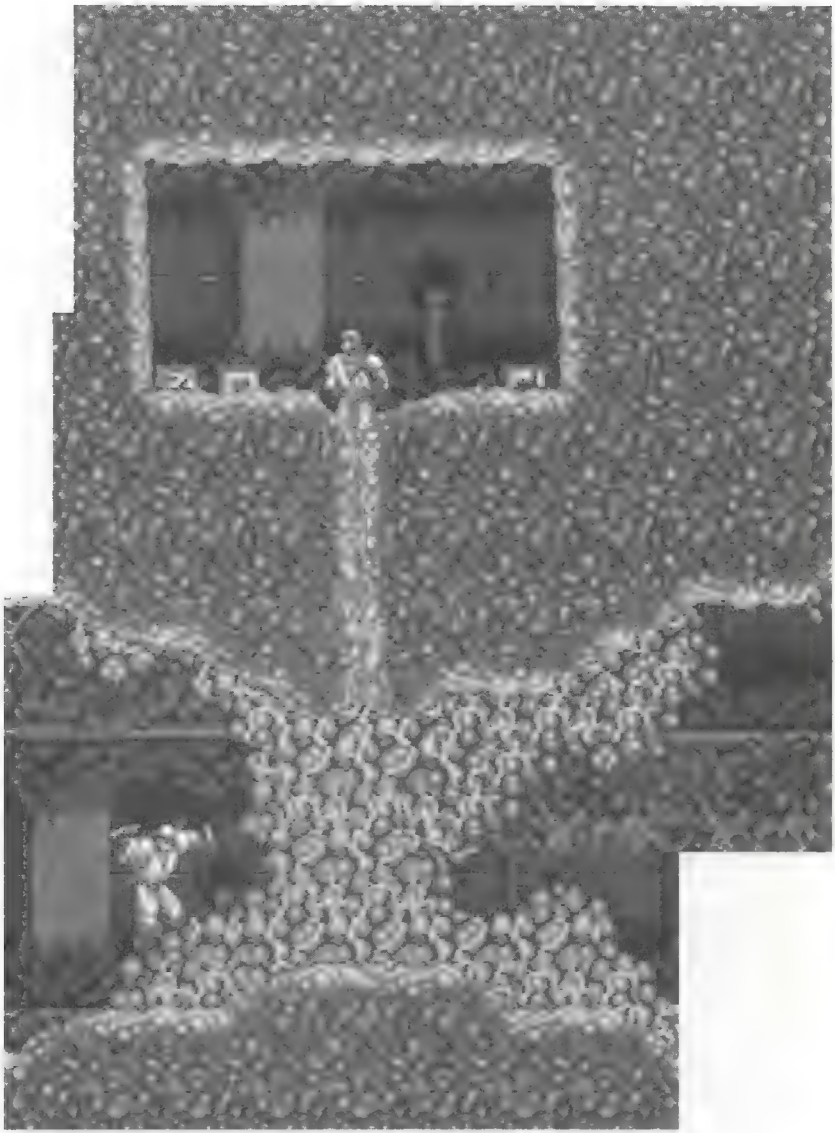
Then after you touch the Power-Up do a Kabekeri jump off the wall to land safely onto the conveyor belt to the right...



Hey, you did it! Your skills are slowly becoming those of a true ninja. Stay to the far left and fire your Shurikins to take out the loose embryo's.

Don't get stuck in the soft ground. Use your Death Kick to destroy the hiding insects.

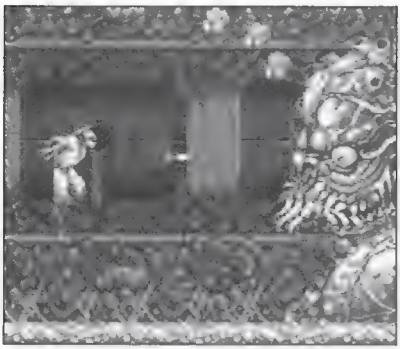
Keep watch on the slow seeking target. If it locks on, the big guy in the background will send a deadly laser right at you.



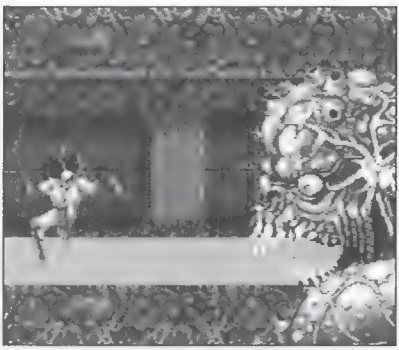
When you come to a part where the foreground covers Shinobi check the ceiling for a thin tan strip. When you find it move right under the lighter part of the ceiling and jump continuously until you jump up into a small bonus room.

Collect the Power-Ups then stand under the thin opening and sink back to the level. Continue to the right and prepare yourself for the boss.

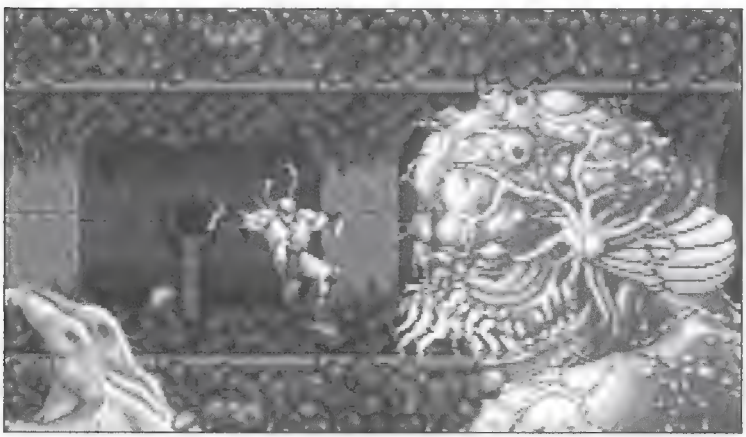
BOSS 3



You can only harm the boss right before or right after it reaches at you with his hand. To defeat it you'll need to hit him in the eye. The safest way to do this is with a Shurikin.

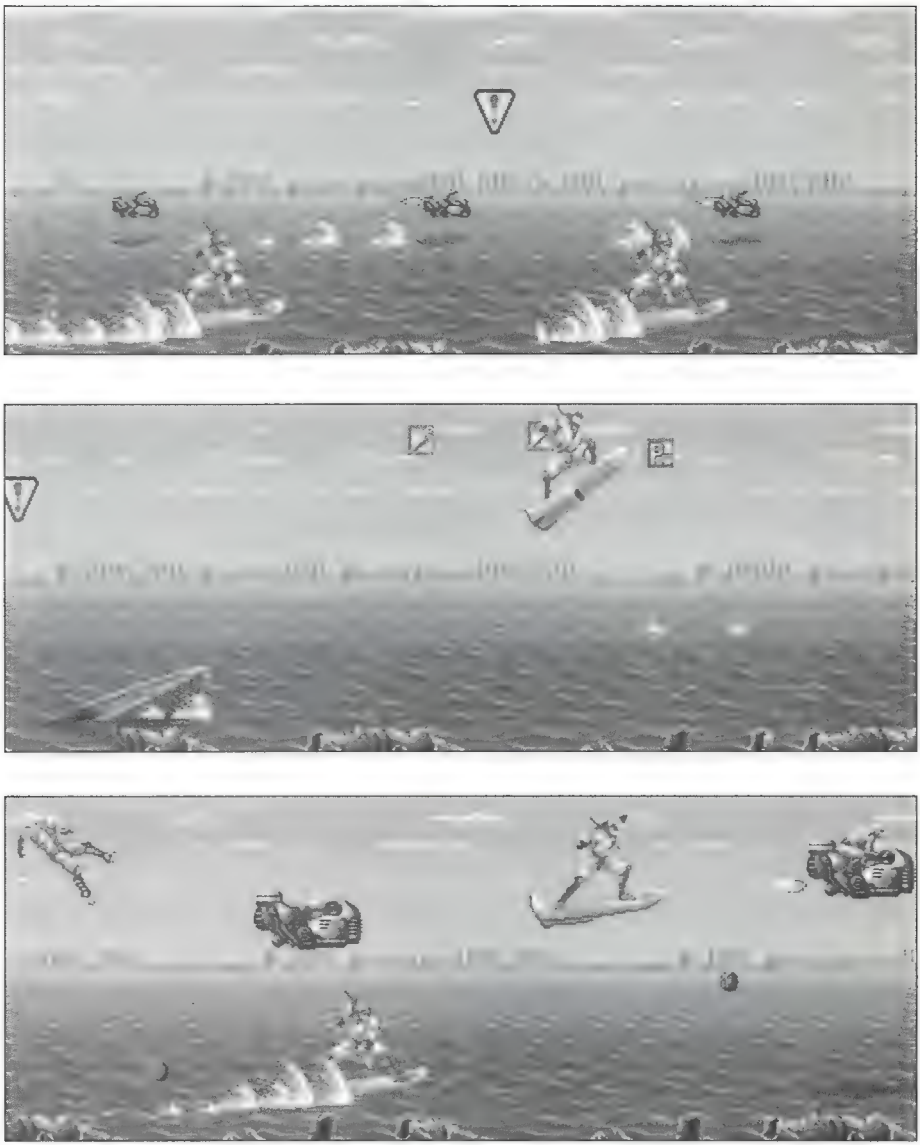


When the boss is about to fire its laser blast, do a double jump to avoid it.

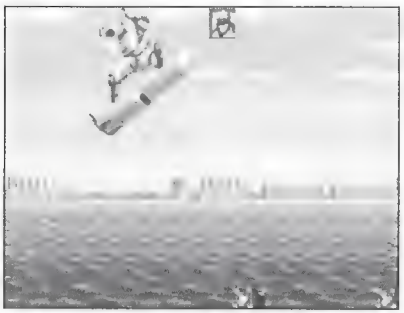


Jump over its hand, then hit it!

ROUND 4: DESTRUCTION

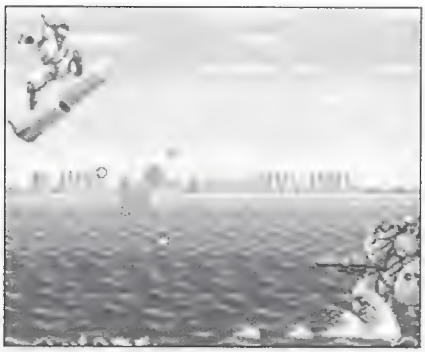


For the first part of this level you'll be riding a jet ski. For the most part this is similar to the horse riding sequence, except that when you're warned about a jump you'll want to do it at the highest point of the given ramp.To take out the air bikers stay to the far left, then jump their bomb attack and retaliate with a Shurikin.



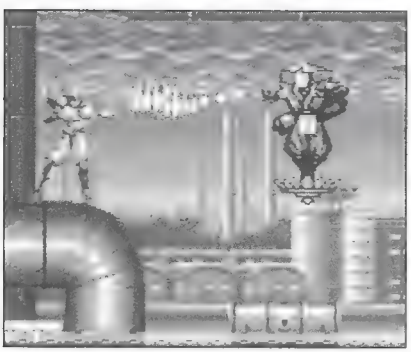
Don't miss the 1-Up.

Look out for its attacks. When it drops the mines time your jumps over them.

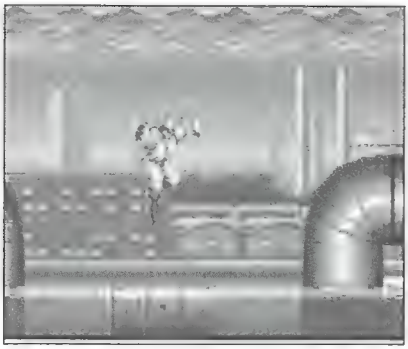


But if it fires its gun you'll need to time your jump a little differently. Stay to the far left side and jump after the shot explodes in the air to clear all three shots.

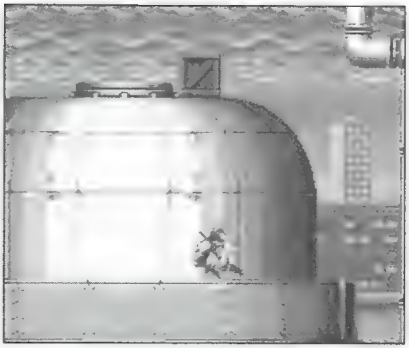
Whenever you're not jumping be sure to fire away.



Move carefully over the water. Watch out for those who throw fire from their hands. It will take more than one regular Shurikin to take them out.

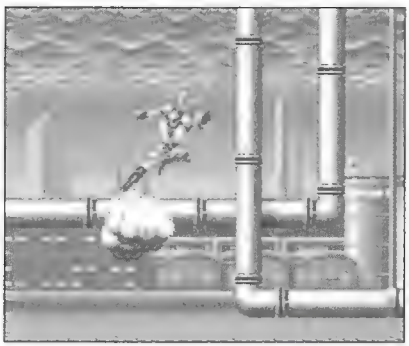


Jump quickly off the floating barrels use you're to heavy to keep them afloat.

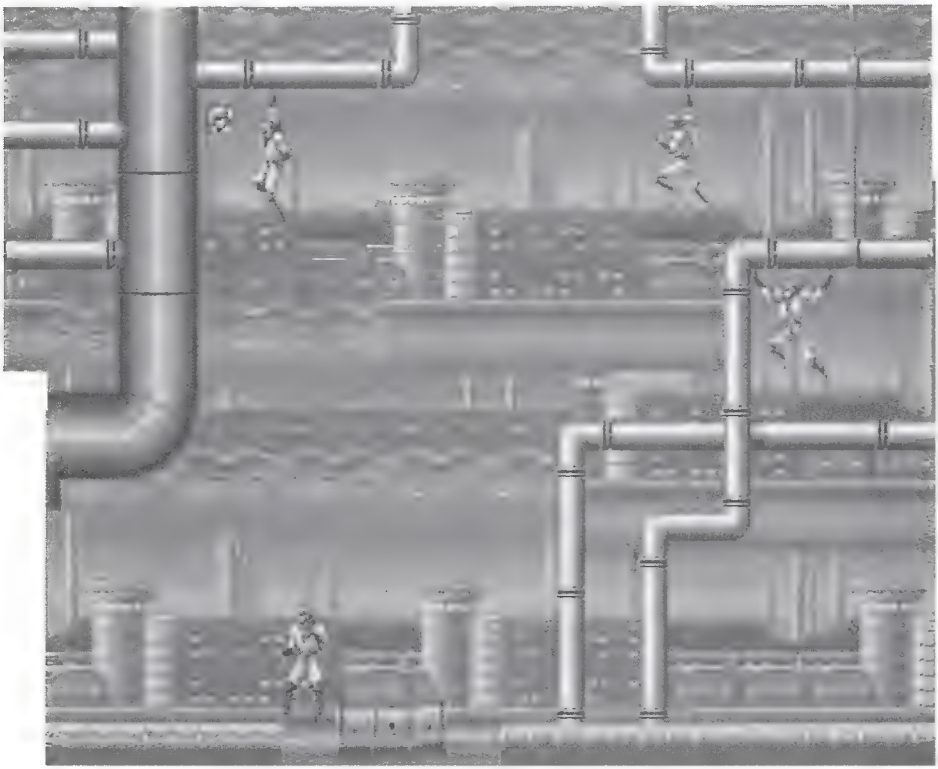


Check high and low for scattered Powe-Ups.

Flying Ninja's! Throw a timely Shurikin to take them out of the air.

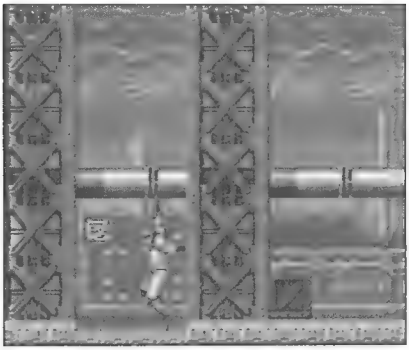


Use your Death Kick to destroy the pipe valves.



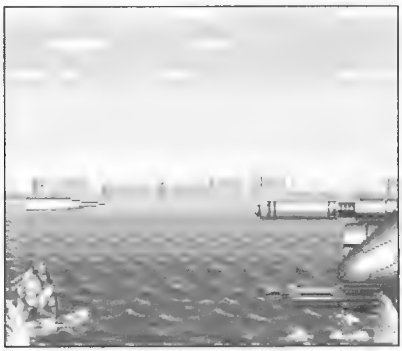
Hang from the pipe lines to find a 1-Up.

After you pass the first three valve gauges you'll need to jump across three floating barrels. Once you make it across jump up onto the ledge, then use your Spiderwalk technique to swing back toward the left on the pipes to find another 1-Up.

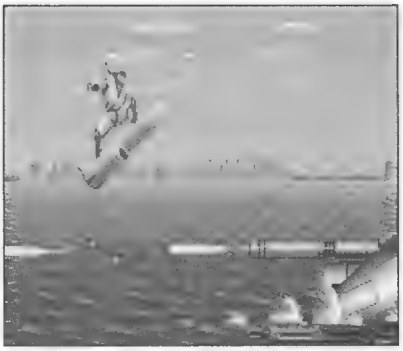


Drop and hang to pick up the Ninjutsu attack.

BOSS 4



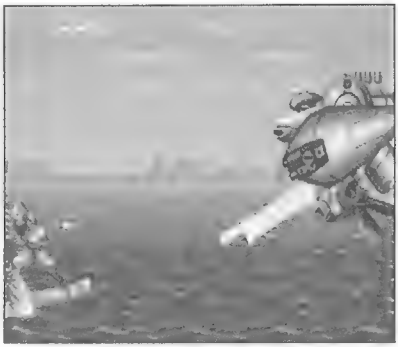
Duck under its first attack.



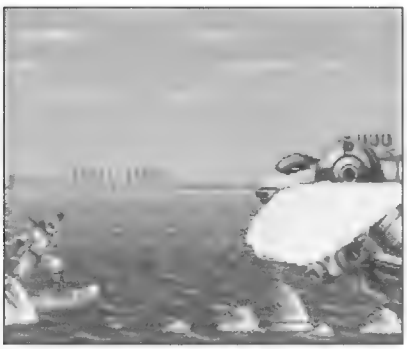
Then jump the second attack.

After you jump the cannon blasts get ready to make another jump over the second missile that comes at you. If you do it correctly you'll fit right between the second and third missile, sending the third missile to fly over you.

The first target you'll need to hit is the main rifle.



Once you destroy it, the boss will reassemble itself and you'll need to go for the main gun again.

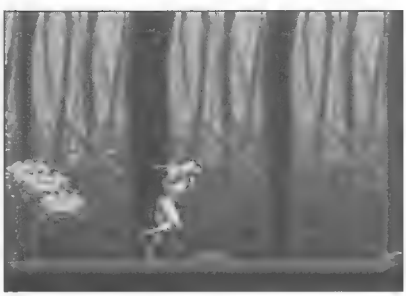


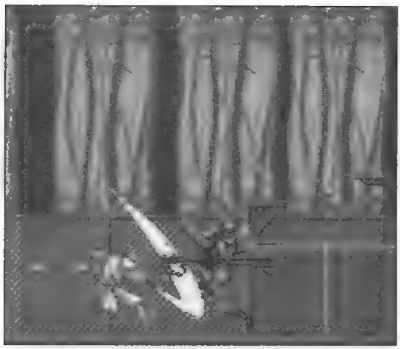
Now without its gun the boss will use its rushing attack. Be quick and jump over it when needed then nail its shield!

The main body is the only thing left, keep a strong attack and watch out for its laser shots.

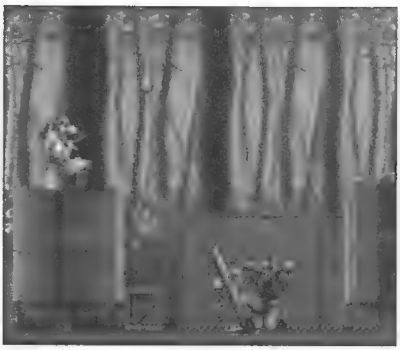
ROUND 5: ELECTRIC DEMON

Run across the land mines to make it away safely.

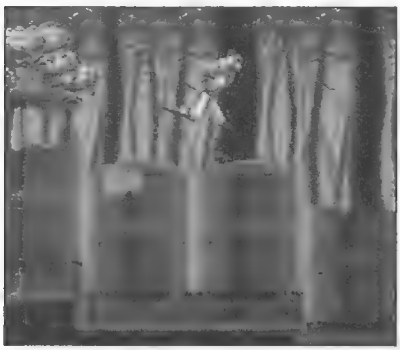




This level is a lot of fun to use your stealth like attacks, like your Death Kick and Death Strike. Time your Death Strikes to slash right at the face of the gunners.

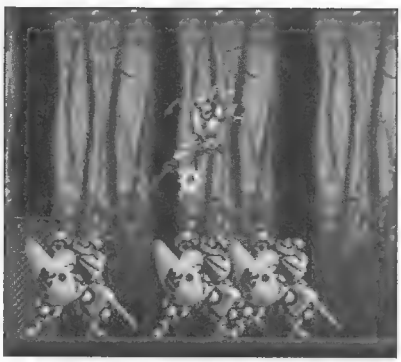


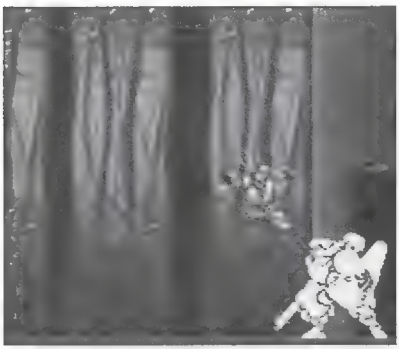
Position yourself to stay clear from mortar shots.



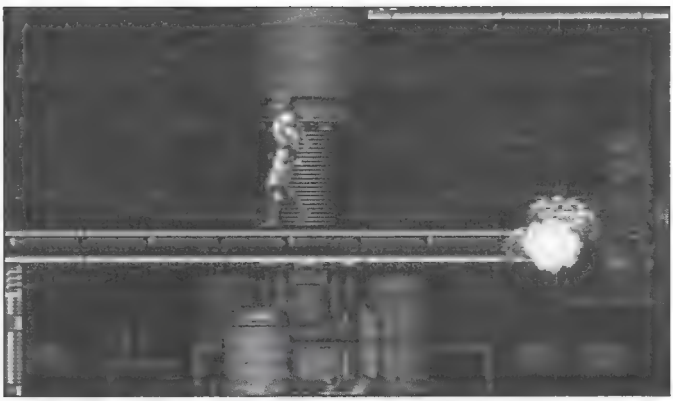
Dash across exploding gas tanks.

This mean machine is like the one from your first jet ski area. To defeat it use a timely Death Kick as it speeds from left to right.

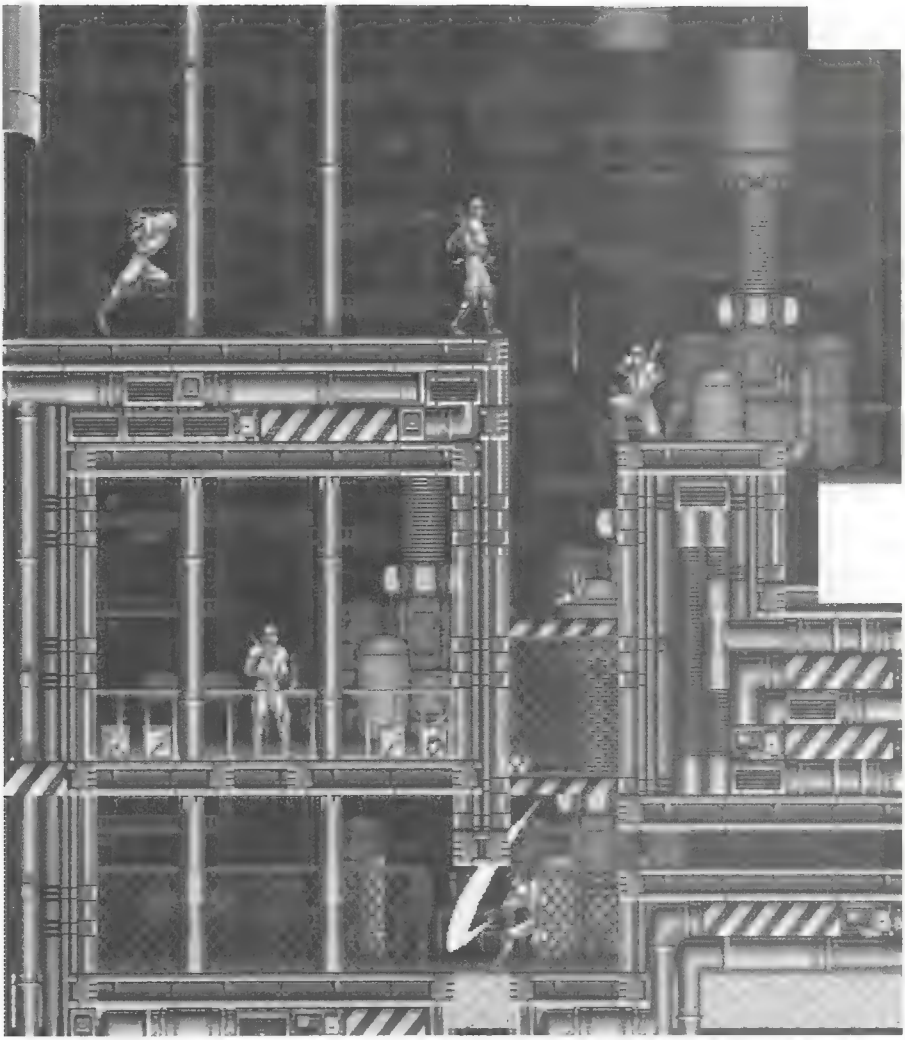




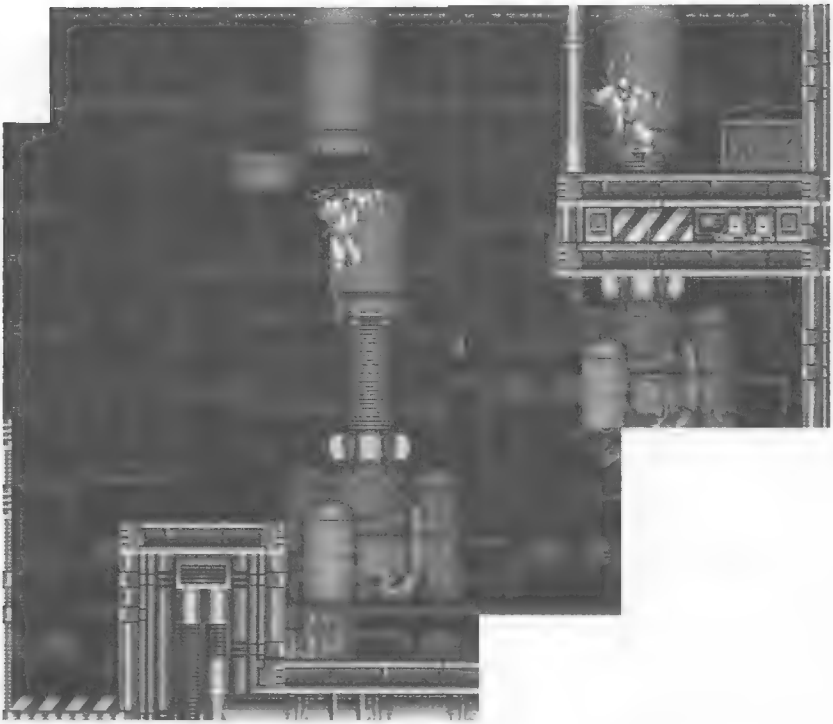
Then when it settles in a corner jump and repeatedly use your Death Kick for a multiple blow hit!



Kick open the crates and let the time bombs explode to bust open the floors and clear a path for you.



At the beginning of this area you can detonate all of the time bombs, then go back to the first gap and collect some big time Powe-Ups. Drop down to the bottom of the gap and move as far to the right as possible. Then turn around and use your Ninja Death Strike technique to safely slide across to the Powe-Ups.

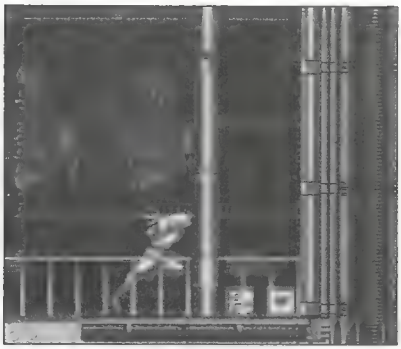


After you've collected the Power-Ups jump back out from the gap and do a running double jump from the lower ledge up onto another hidden ledge with Power-Ups.

Exit the first room and pick up more power ups before exiting the second room. Inside the third room you'll be above a flow of molten steel.

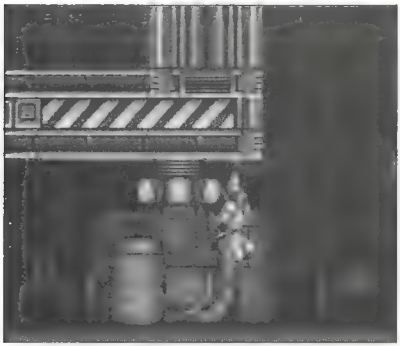
Move cautiously to the right and throw a few Shurikins to break open the crate and take out the gunner.

After destroying the gunner, quickly jump to the low hanging pipeline to safely swing across to the right.



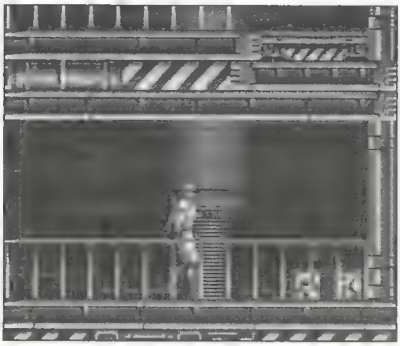
Once safe back on the steel floors, you can go to the far right for a needy heart bonus and a Shurikin Power-Up.

To exit outta here you'll need to jump onto the rising platform, destroy enemy troopers and continue to the right over the tall ledge. Break open the crate, then jump to hang from the pipe until the explosion clears. Drop down onto the moving ledge and continue right.



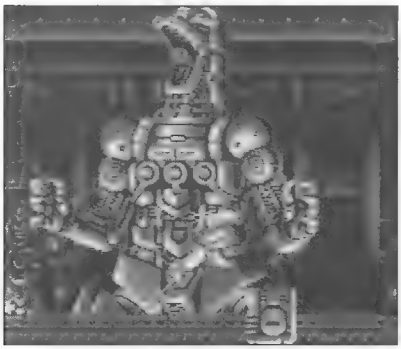
To blast apart the last floor blocking the exit, drop down into the area just before the exit. Pick up some extra Power-Ups, then jump and Spiderwalk to the right. You'll see the crate across from you, just fire a Shurikin then head for the exit.

This next room you'll be making your way upward. Don't forget the 1-Up before exiting.



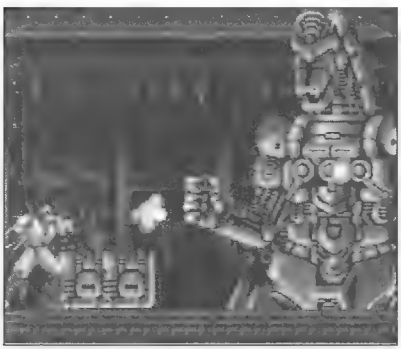
BOSS 5

Remember that cool Godzilla boss from the first Revenge of Shinobi. Well this time its Mecha-Godzilla and this time the battle is a little bit tougher.



The first thing you should know is that you can safely walk or run past the boss without damage. So don't trap yourself into a corner.

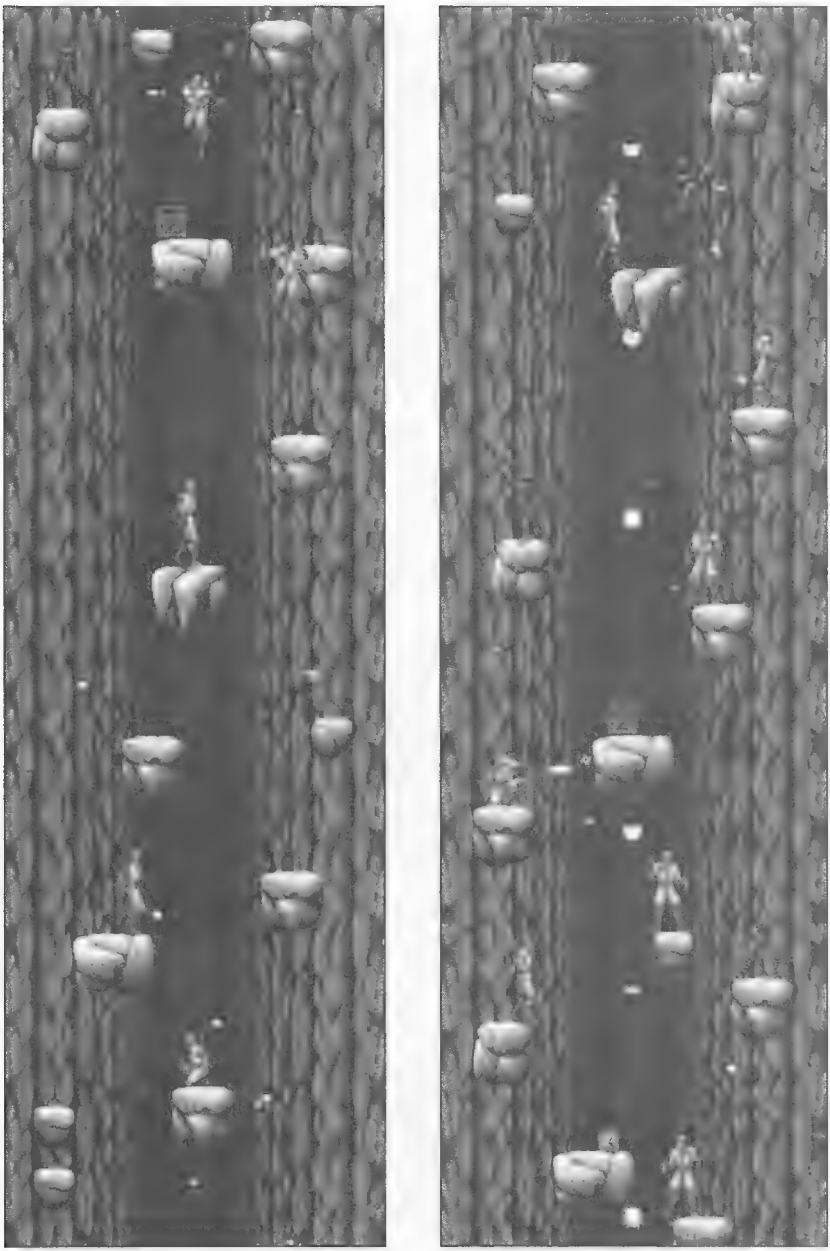
When it breathes fire you'll want to stay as far as possible from it.



If it fires its homing shots you can almost always destroy them with a standing Shurikin. Because the homing shot aims right for your chest.

To defeat it, you'll need to first hit its neck area with an attack of Shurikins, then after its head blows off, continue hitting the stubby neck area.

ROUND 6: TRAPS



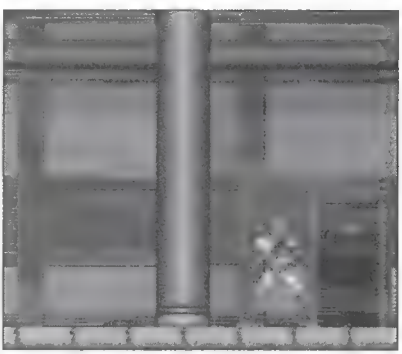
The first area you'll need to use your double jump quite a bit. Use this map to help you memorize the rock path.

Once at the top you'll go up against a hawk man.

Duck under his axe attack.

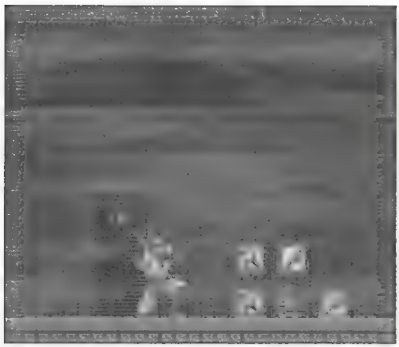
Then jump and deliver a Shurikin into its side.

When the hawk man disappears shoot a Shurikin through the center of the rotating feathers to make him appear again.



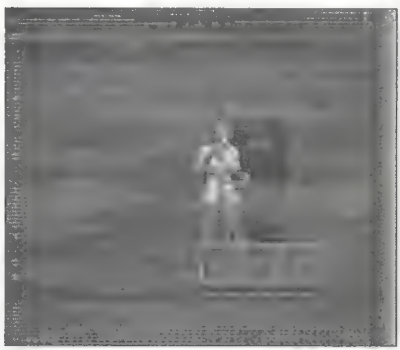
After you defeat the hawk man you'll enter a temple maze.

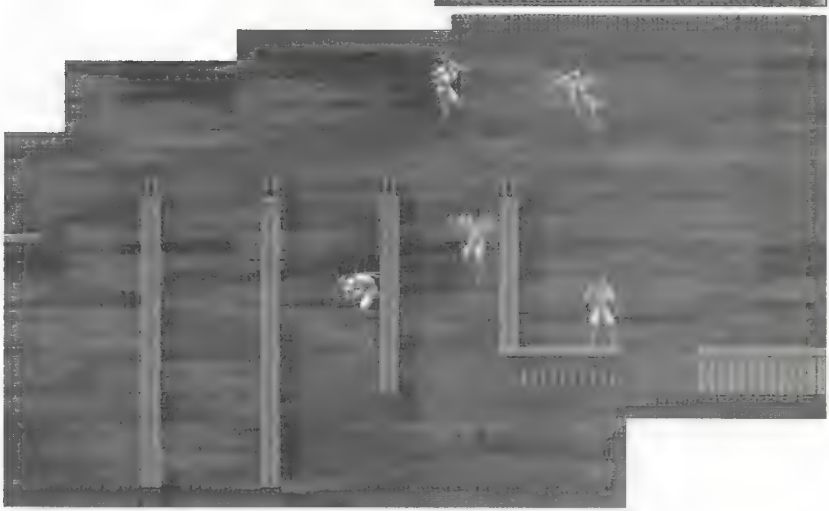
To get to the boss for this stage you'll need to find him. Remember you can go into any door to explore the level, these are just the doors to take to the boss.



O.K., after you enter the shine you'll be in a hall with ninja's running at you and spears jabbing through the floor. Go to the right and enter the next door. This is where it gets a little difficult. After you enter the third door you'll be inside of a room. Go to the right and pick up the extra Power-Ups close to the right wall.

Now if you look above you you'll see a crate above you. You'll need to use your Kabekeri technique and your double jump to make your way upward to a door that you can enter by standing on three crates.



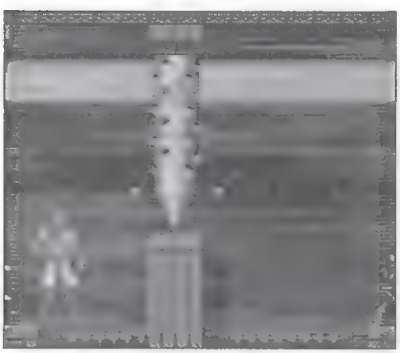


Here's were your ninja skills have to be pretty sharp. Use your Kabekeri-jump to move up and over the walls with spiked tops.

Now that you're over the spiked walls, jump across the gap and shoot your Shurikins at the flame guy and some flying ninjas.

Jump before the platform drops you to a wrong door!

Use your wall jumping tactics once more to bring you to the right door.

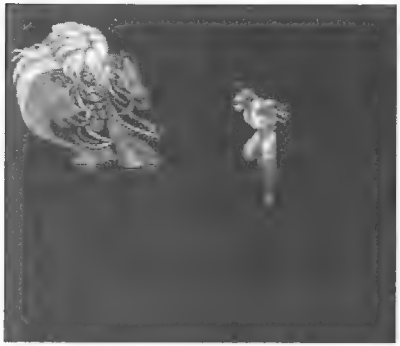


Here you'll need to go far right past the hammering spikes,

To the exit.

Enter the main doorway with the head piece on it to challenge the boss.

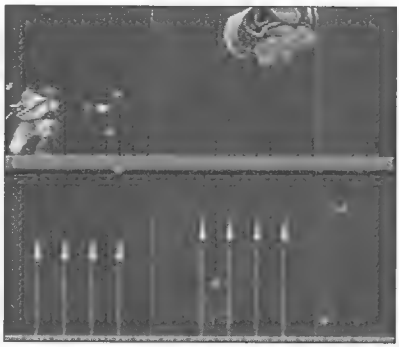
BOSS 6

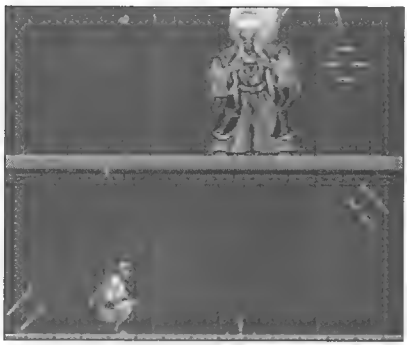


Shoot your Shurikins into the shadows. If you hit the right shadow the boss will receive damage.

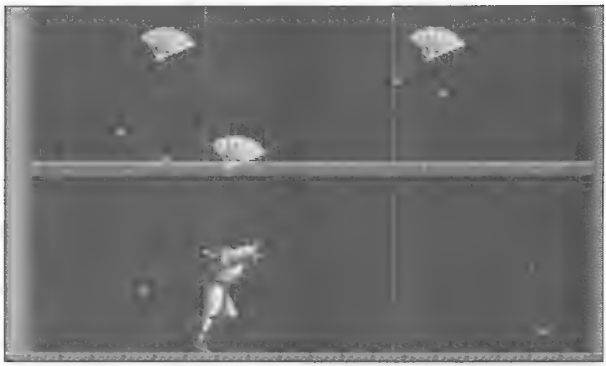
After you hit the boss enough times the lights will come on and you'll have to hit the boss as it pops out of revolving walls.

If the boss hops on the top ledge be sure to quickly jump upward to avoid the poking spears.



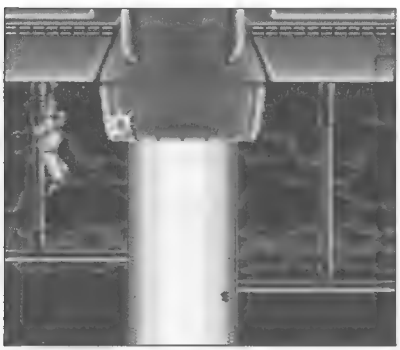


Stay just to the left or right of the boss when it throws its hair needles.

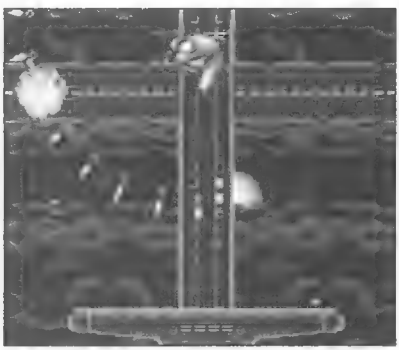


To avoid the fans run from corner to corner.

ROUND 7: THE FINAL CONFRONTATION

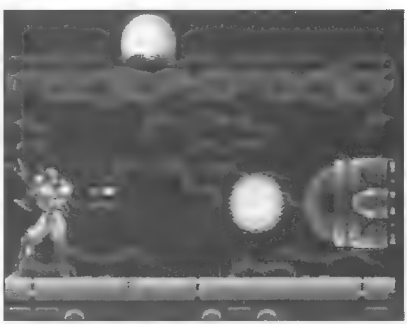


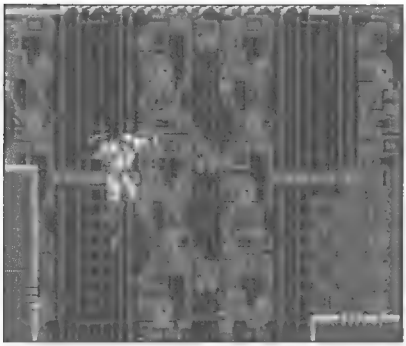
Destroy the giant laser cannons.



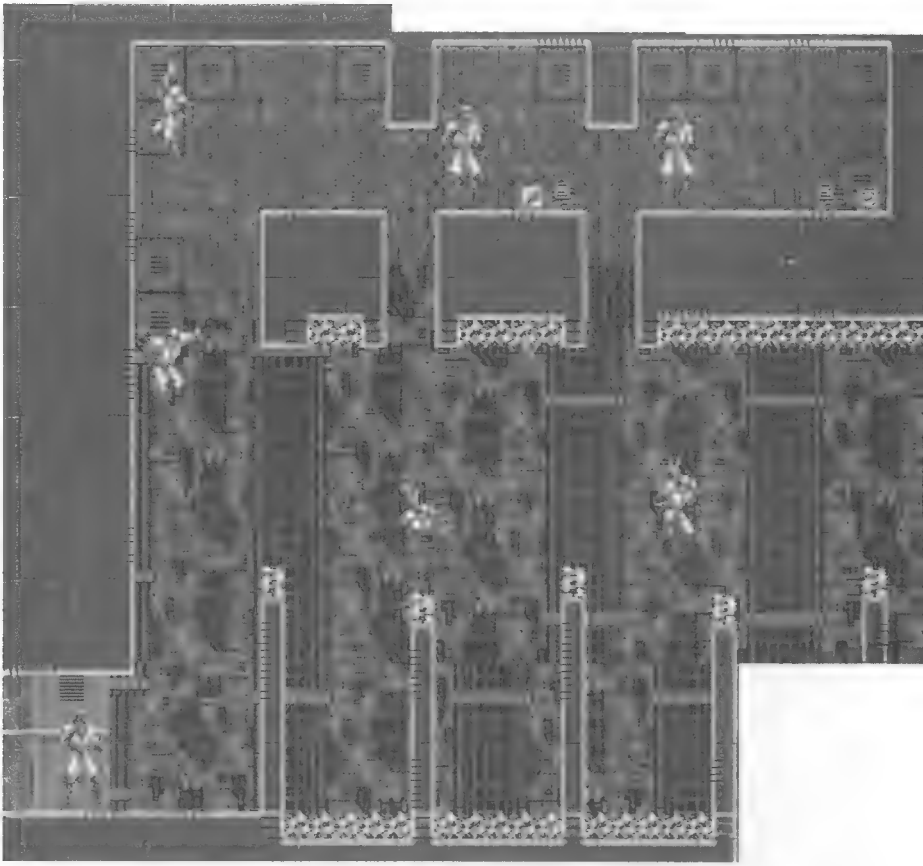
Use your double jump to destroy the rotating guns.

These big guns are a piece of cake. Your Shurikins will cancel out its pulse blasts. So just stand in front of the barrel and shoot away!

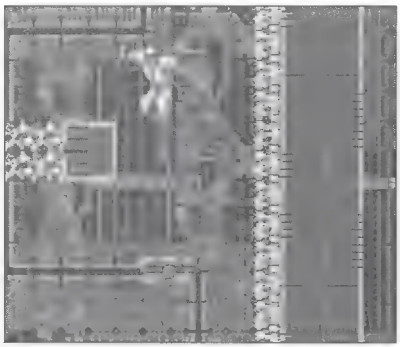




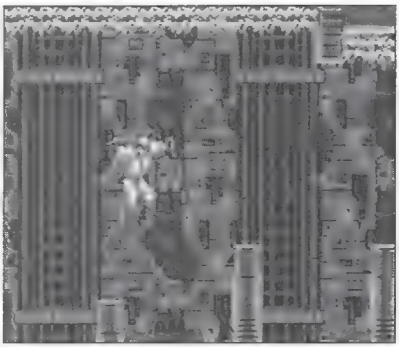
Once inside the main base you'll need to use your Kabekeri jumps to move safely.



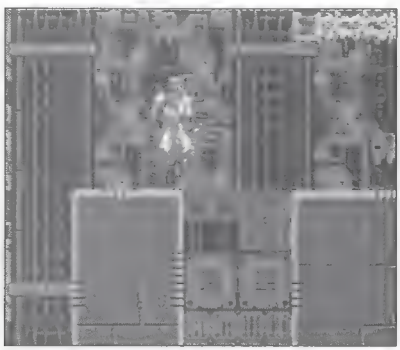
Tricky Power-Ups!



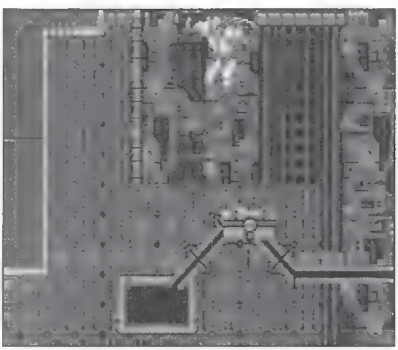
Use the moving platforms to move you safely past the electricity.



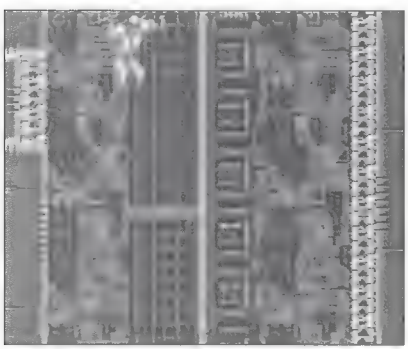
Don't think to long standing on these pillars they'll sink once you land on em.



Drop down the gap to find a 1-Up!



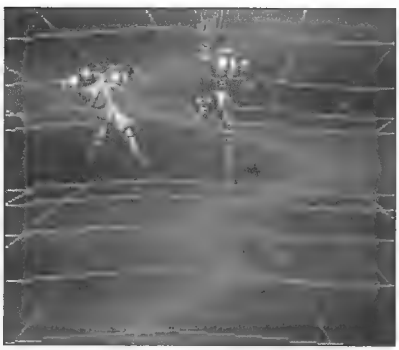
Look another Ninjutsu Power-Up!



Jump strider style upward, but watch out for electricity patches.

BOSS 7

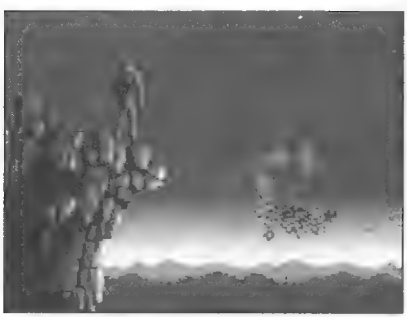
Duck in the left corner and duck to avoid its Shurikins.



This thing must have practiced with Ryu. It packs a walloping uppercut.

When the boss starts to float into the air, be ready to block its spread shot.

Jump its deadly pulse shot.



Your mission is over. Neo Zeed has once again been stopped, but for how long??

THE SECRETS

Like Revenge of Shinobi, Shinobi 3 has an unlimited Shurikins code. Simply go into the options screen and set the S.E.(sound effects) option to 'SHURIKIN', then change the number of Shurikins to 00. Wait a few seconds and presto unlimited Shurikins.

CHAPTER

14

Sonic Spinball

by Sega of America

Game Type: Pinball
Difficulty: Moderate
Players: 1-4
Save: 3 continues

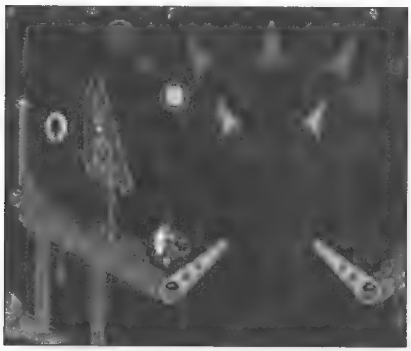
WHAT'S GOING ON?

Dr. Robotnik has done it again. Now he has taken the precious Chaos Emeralds to his hidden Volcano Fortress and has equip the compound with his newest and most deadly robot accomplices. You must travel through four levels of pinball mania, collect the emeralds and destroy the Veg-O-Converter before it transforms more of your friends from Mobius into Robot Zombies. You must travel alone and use all of your Sonic skills to accomplish your mission.

STRATEGY SESSION

General Strategies

Keep in mind that this is a pinball game, therefore a mastery of the flipper controls will help you guide Sonic into the various locations necessary to complete this level.



Practice your "flipper-hold" maneuver, this will help you master shooting Sonic into the appropriate tunnels and passageways. Look for various arrows and other "markings" located on the board, these will act as guides to the various angles that you must travel.

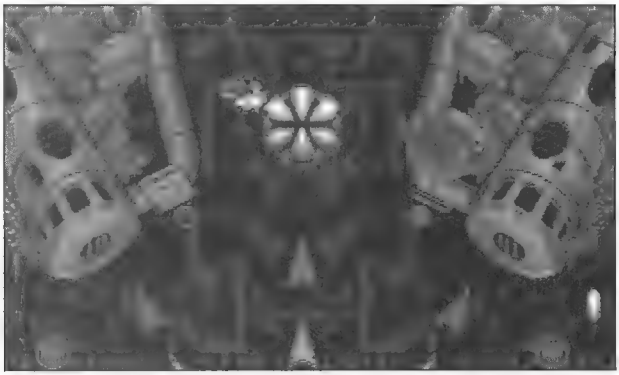
Expert control of Sonic in both "ball" and normal form will increase you chances for survival. Remember, while in "ball' form, Sonic can be slightly directed by the D-Button.

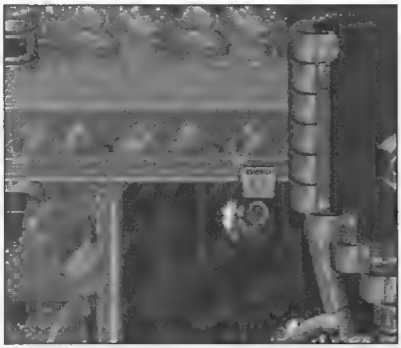
Keep a lookout at the display at the top of the screen. It will give you hints on what your current objective is and what to do next.

TOXIC CAVES

Collect 3 Chaos Emeralds

Begin this level by traveling right, you will be shot into the first pinball area. You will notice two tunnel passageways that have covers on them. Practice shooting Sonic through the middle of the two tunnels into the top left or right areas.



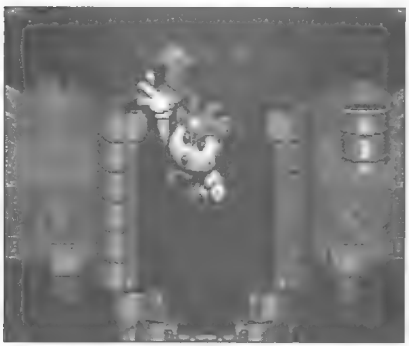


Here you will bounce from various robot heads acting as bumpers. Notice the CORK located to the top of the screen, there are targets on both the left and right. To drain the sewage surrounding the Chaos Emerald, hit the targets on both the left and right. The sewage will drain and the covers blocking the two tunnels will disappear.

Shoot Sonic through either the right or left tunnel. These tunnels lead you to the second pinball area. You must successfully complete both the right and left pinball areas before gaining access to the Scorpion Boss area.

The second pinball area consists of a tunnel being blocked by three barrels and a half turn area where a White Handle Lever is located. This lever lifts a section of the Rail Cart track to allow Sonic passage to the second and third Chaos Emerald.

To gain access to the first Chaos Emerald, notice the small Toxic Barrel located just below the two flippers. This is your "drain guard". If Sonic slips between the flippers or slides down the left or right "ball drain" passageways, try and maneuver Sonic into the barrel. Sonic will be able to paddle left or right to the holding container of the first emerald. Jump out of the barrel into the holding container and Sonic will receive the first emerald.

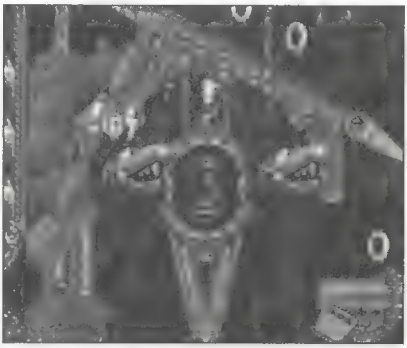


He will then proceed to fall into the first pinball area, in which you will have to again shoot him through the tunnels into the second pinball area.

> *Don't feel you have to go for the Emeralds in any particular order. Concentrate on collecting the Second and Third Emeralds. It is best to wait until you fall into the barrel, then pursue the First Emerald.*

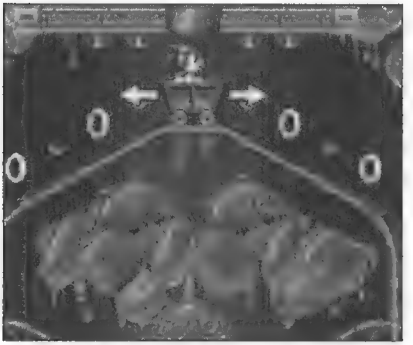
To gain access to the Second and Third Chaos Emeralds, shoot Sonic through the side passage loop, until he has successfully gripped and raised the rail track. (Check your display at the top for results) Now, you must gain access to the upper areas. This can be accomplished two ways.

First, by successfully traveling three times through the center loop, a small door will open, allowing Sonic to jump up to the single flipper and shoot Sonic through the tunnel.



Second, shoot Sonic through the tunnel blocked by the barrels. Shoot Sonic through the passage way three times, you will then be given access to the top area. Slide down the long ramp to the single flipper and shoot Sonic through the tunnel.

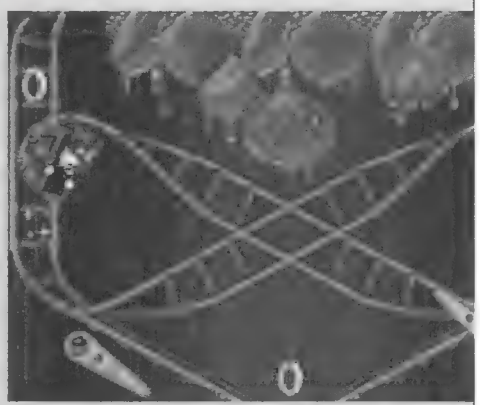
(Note: This is the same way to the Scorpion Boss area. After you have collected all Three Emeralds, the passage will open.)

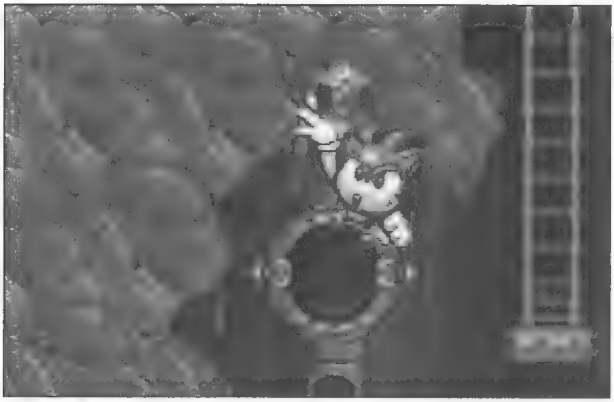


After being denied access to the Boss (You don't have enough Emeralds yet!) Sonic will fall through a passageway and into a rail cart. You may travel either left or right.

Remember which track you have lowered at this point. If you have lowered the track on the Left, start out by moving the cart to the Right. If you lowered the track to the Right, start out moving the cart to the Left.

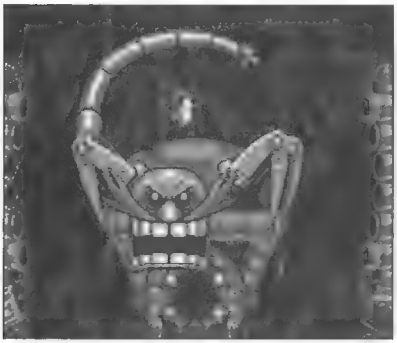
Tip: Keep a lookout for the flippers located on the rail tracks. They enable you to switch Sonic to another side. For instance, if you lowered the track on the Left, and you started to travel to the Left, by accessing the flipper at the moment the cart arrives above it, Sonic will flip over to the other track allowing you access to the Left side. The same works for the other side. Ultimately, this can save you time by allowing you to skip lowering one side of the track. By flipping Sonic to the direction you need to go, you can retrieve both Emeralds by only playing one side of the Second pinball area.

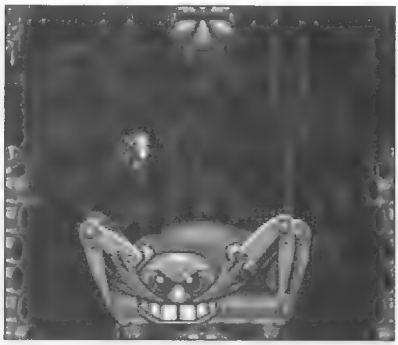




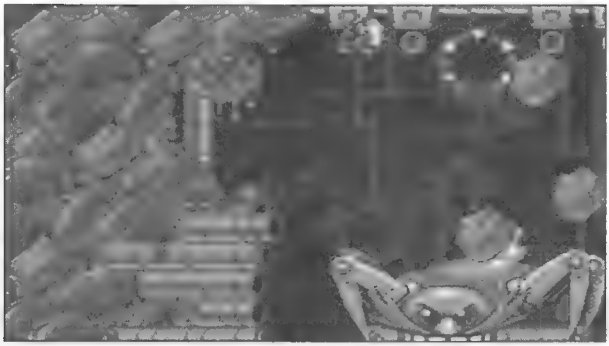
After successfully riding the Rail Cart to its destined area, you will drop and receive the Chaos Emerald. After all three Chaos Emeralds are retrieved, the passage to the Scorpion Boss will have opened.

Travel to either the Left or Right Second Pinball Area, and gain access to the Scorpion Boss Room. Get there through the barrel tubes or the center loops.





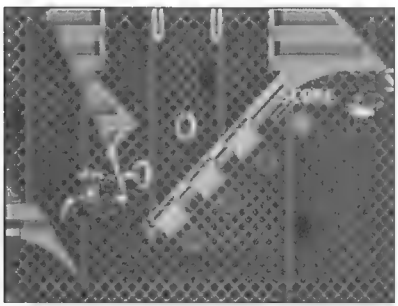
Use the flippers below the Boss to shoot to either the top Left or Right areas. You will notice a small platform to stand on. Jump Sonic inside of the area between the Tail and the Red body of the Scorpion Boss. It will BLINK with each successful contact Sonic makes. After several hits the Tail will disappear. Now, jump Sonic into the middle RED area of the Scorpion Boss. (Looks like his back!) Continue to bounce up and down and make contact with the Boss at least seven times.

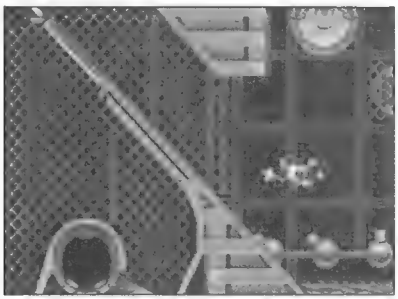


Hit the four targets above the boss to cause an avalanche. Rocks will tumble down on the Scorpion and cause damage.This Scorpion Boss will be destroyed and Sonic will gain access to the next pinball zone.

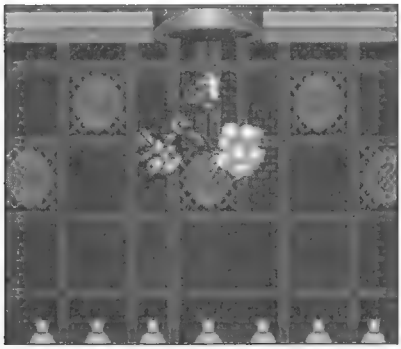
STAGE TWO: LAVA POWERHOUSE

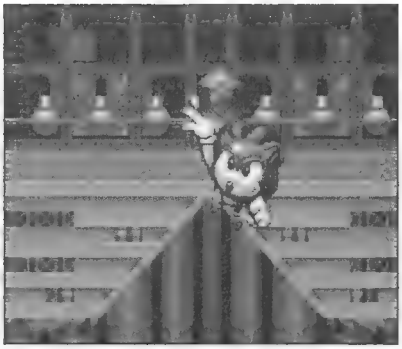
#3 Chaos Emeralds

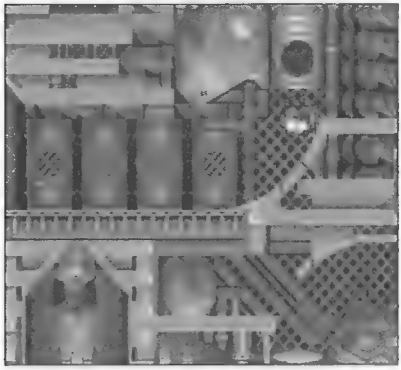




To get into the first Steam Arena open the latch door in the upper right by hitting it three times.

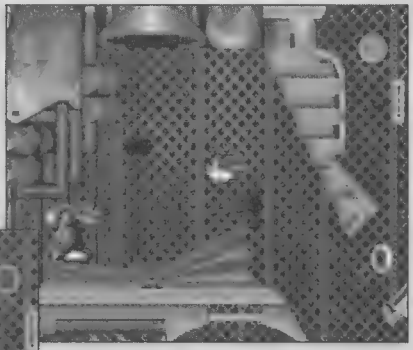


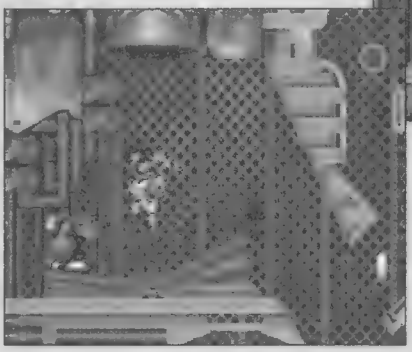




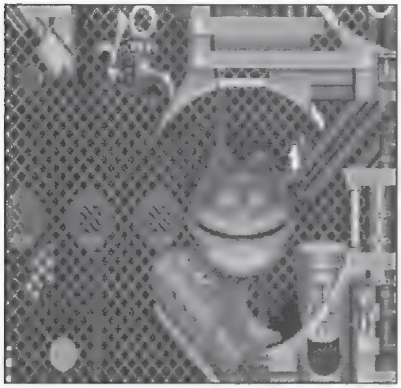
In the center of the arena is the tube that leads to the Chaos Emerald. To get into the tube you'll have to bounce off a Cluck. Get the Emerald then jump back into the tube staying to the left or right as you go and taking note of the Emeralds you'll see on the sides of the tube. Spin dash to the far right or left from where you got the first Emerald. This will take you to where you want to be.

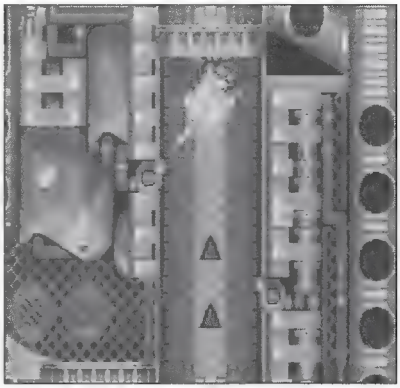
Billows replace the spring loaded ball launchers. Some billows are only manned by one Dino. You need team work to get Sonic rolling again.

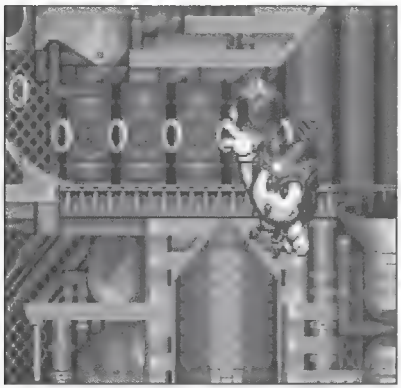


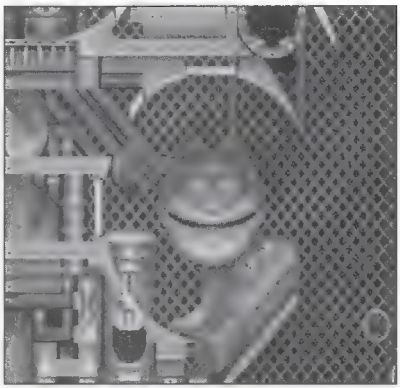


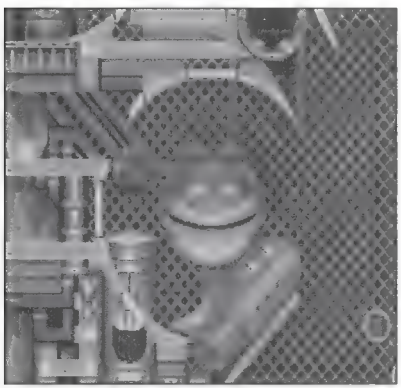
Jump on the unmanned side, then quickly get in the center when the Dino jumps. Whoosh! You're off and rolling again.





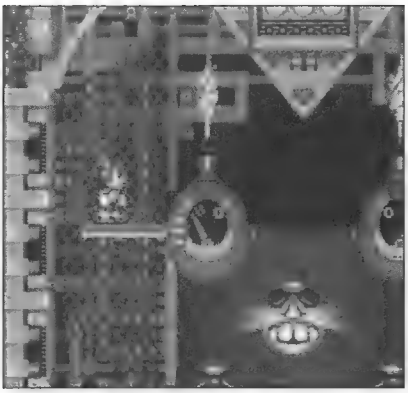




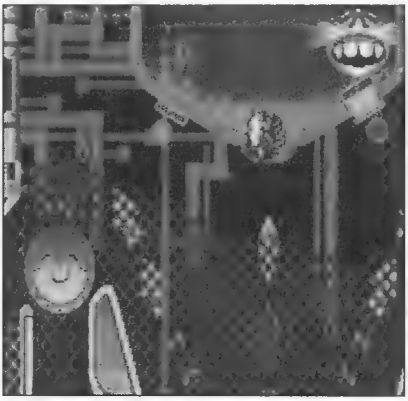


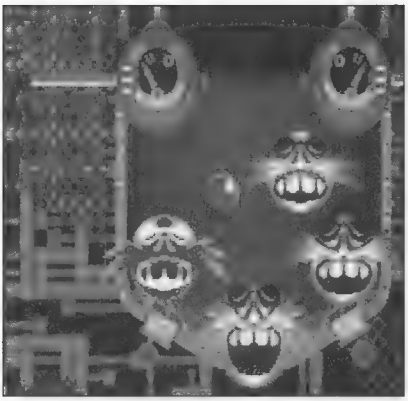
Now to get the two Chaos Emerald, hit the buttons (there are a total of two buttons) by the launcher that's on the same side as the Steam Room. When you hit the button three times you'll drop into a tube. As soon as you drop into the tube activate the Steam Shooters on the wall by hitting the "A" and "B" buttons. Now you'll find yourself traveling up the Emerald Shaft and on your way to the Chaos Emerald.

BOSS

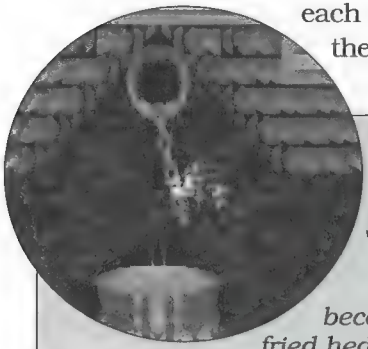


You'll find the Boss up above the second Steam Area. Use the Clucks to get up the shaft.

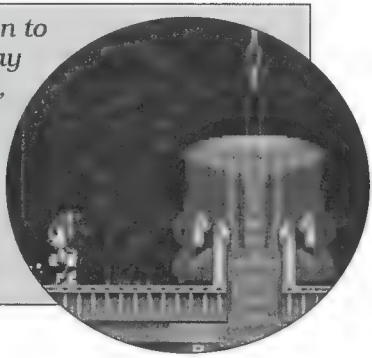




Use the flippers to get Sonic situated on the platforms above the boiler. Don't lag, jump in the boiler and cause some havoc. You can also get into the boiler through the small opening located at the bottom. To fry the Robo-Boiler Room, nail each face in the cylinder 8 to 10 times until they all fall out of the cylinder.

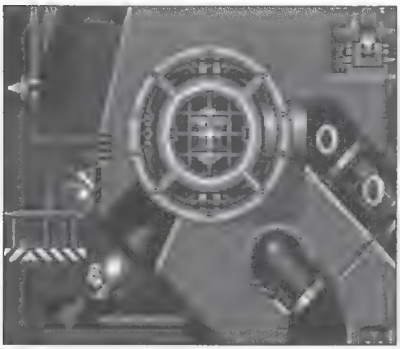


If you happen to fall all the way to the lava pit, Sonic will grab a chain just before he becomes a deep-fried hedge hog. Swing from side to side, then jump to safety.

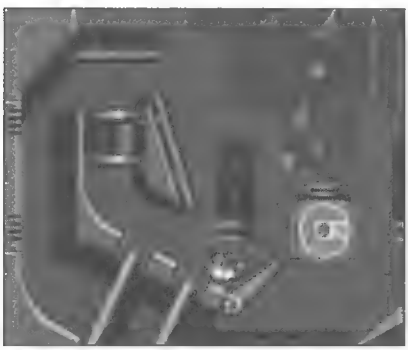


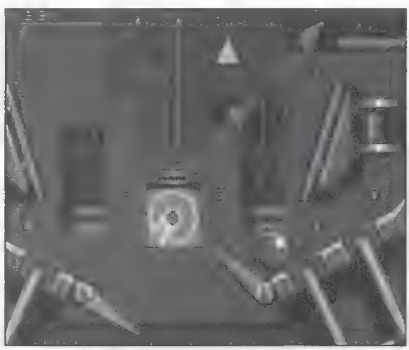
STAGE 3: THE MACHINE

5 Chaos Emeralds:

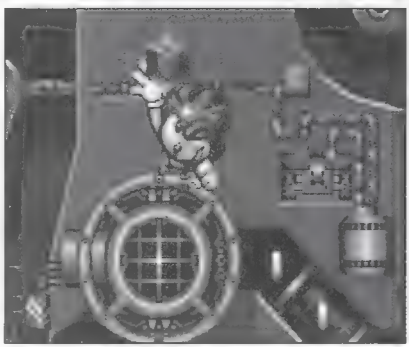


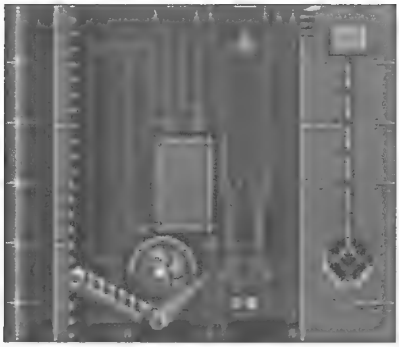
The revolving chambers on either side of the room have two Emeralds inside them. You can get the Emeralds by shotting Sonic into them when the opening is in the right position. There's an indicator above the flippers.

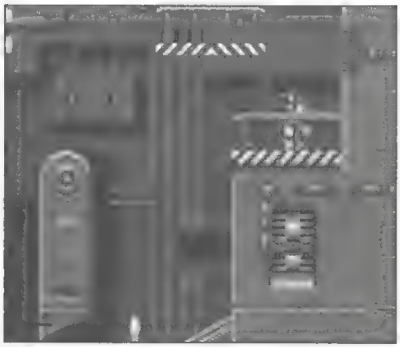




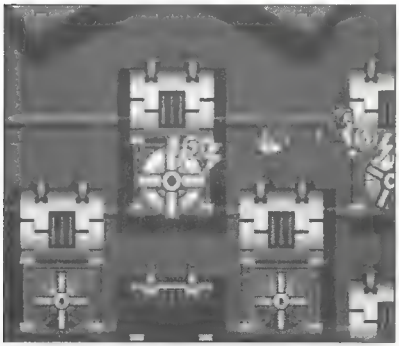
The chamber on the left will be open when the indicator is at the three o'clock position. The one on the right will be open at the seven o'clock position. Since you can't see the chamber from the flippers, use the indicator and the three flashing arrows to guide your way.

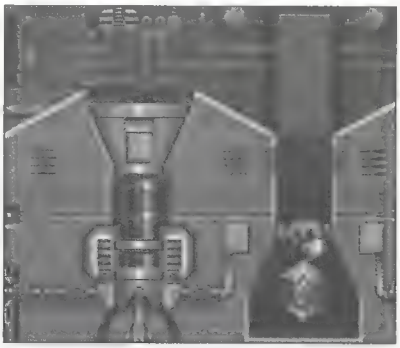






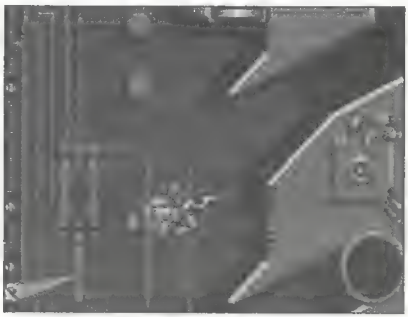
Enter the room on the right through the chamber, get Sonic on the flipper and hold him there. The flipper will now move up along a conveyer. Now use the flipper to throw Sonic past the Krondors and onto the moving platform. Get the Chaos Emerald by dropping into the tube on the left side of the platform.

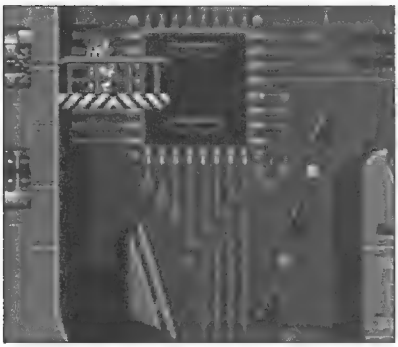


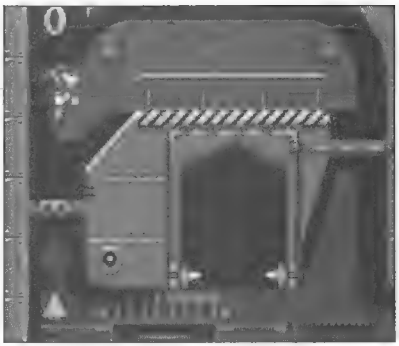


Next you'll find your self in a room full of cells. The center cell has a Chaos Emerald that will fall out if you unlock the cell (you unlock it by hitting it). Now pick up the Emerald that has fallen to the bottom of the screen. Head to the left and then slide down the tunnel on the left side of the room. You can reach the Emerald in the left rotating chamber from this slide.

Now get the Moving Flipper located on the left side of this far left room. The fifth corridor up on the right side of the room has a Chaos Emerald that you need to get. Once you have the Emerald retrace your steps back through the room on the left and then go up.

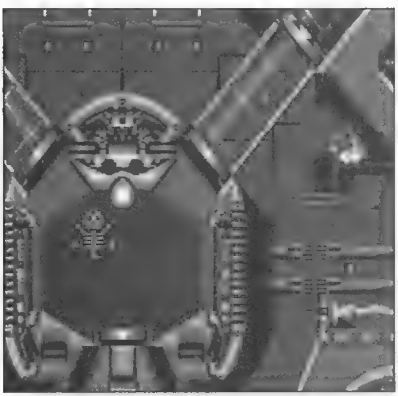


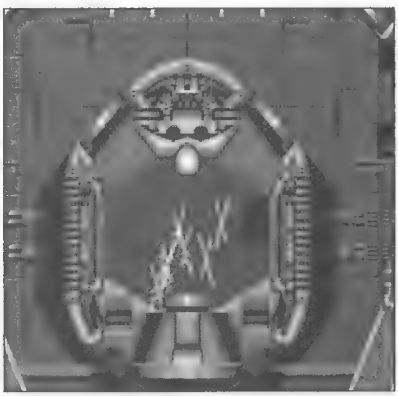




When you get to the top follow the arrows and then get down low and drop to the left onto the moving platform. You can stop the moving platform by shooting into the charge box in the middle of the screen. Now jump back up to the platform you were just on and let the Booster take you up. Now head right, taking out the first Krondor(the one on the left), and then drop down and get ready for the next boss. You could also reach the boss from the far right.

VEG-O-MACHINE:

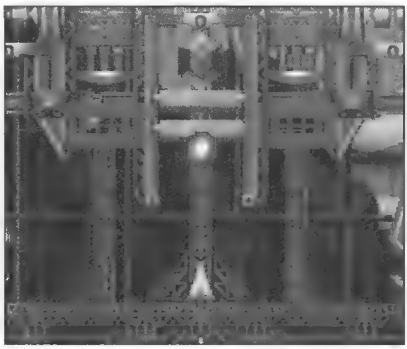




Start off by bouncing Sonic back and forth on either side of the boss. You'll be hitting an electric field. You must hit this spot 10 times. When the pipes are destroyed send Sonic through the opening in the bottom of the Veg-O-Machine.

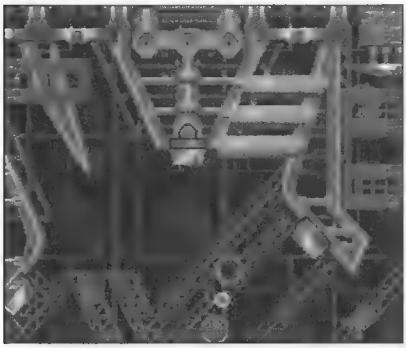
STAGE FOUR: THE SHOWDOWN

5 Chaos Emeralds

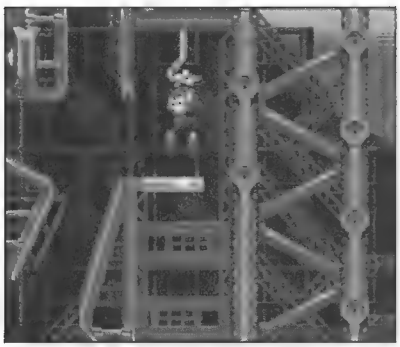


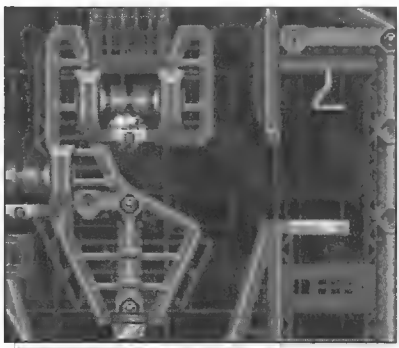
All the Emeralds are easy to spot, take your time. Flipper control is the key to this stage.

There's a chaos Emerald up at the top of the first room of this stage. Aim for the triggers on either side of the Emerald and a ramp will open.

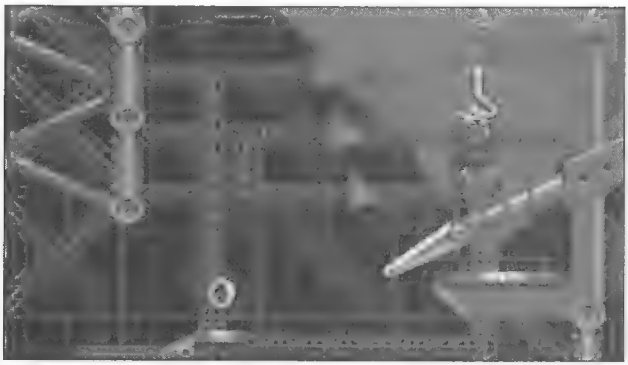


Now watch out you don't fall down the sides of the gutters here! Head into the room that's on the left side of the main room and follow the arrows to the right, hitting the triggers to get an Emerald. Hitting the trigger destroys the barriers just to the left of you.

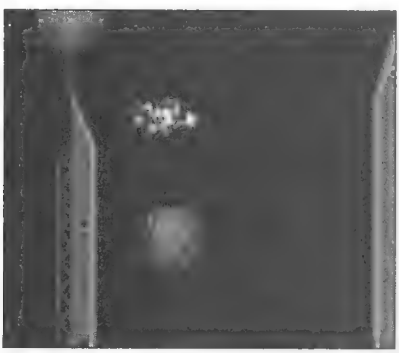




On this stage there are hooks on the left and right side that will trigger a flipper which will give you more Chaos Emeralds. To get the Emeralds pull the hook and then spin dash to the newly open area.



Hooks will also reveal flippers that will help you get to certain Chaos Emeralds.



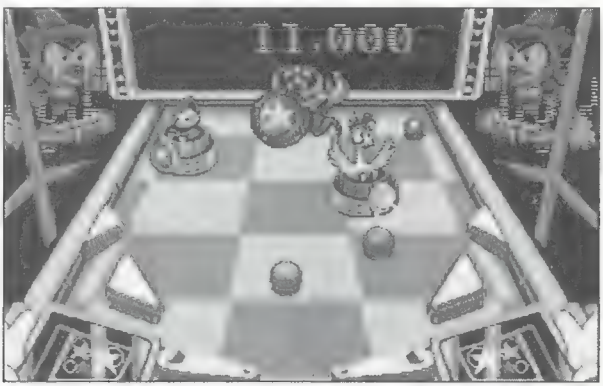
To reach Robotnik, head to the top section. Use the flippers to hit the targets that activates the flying boulder. The boulder will boost you to another hook. If you have all the Emeralds the chamber leading to Robotnik will open.

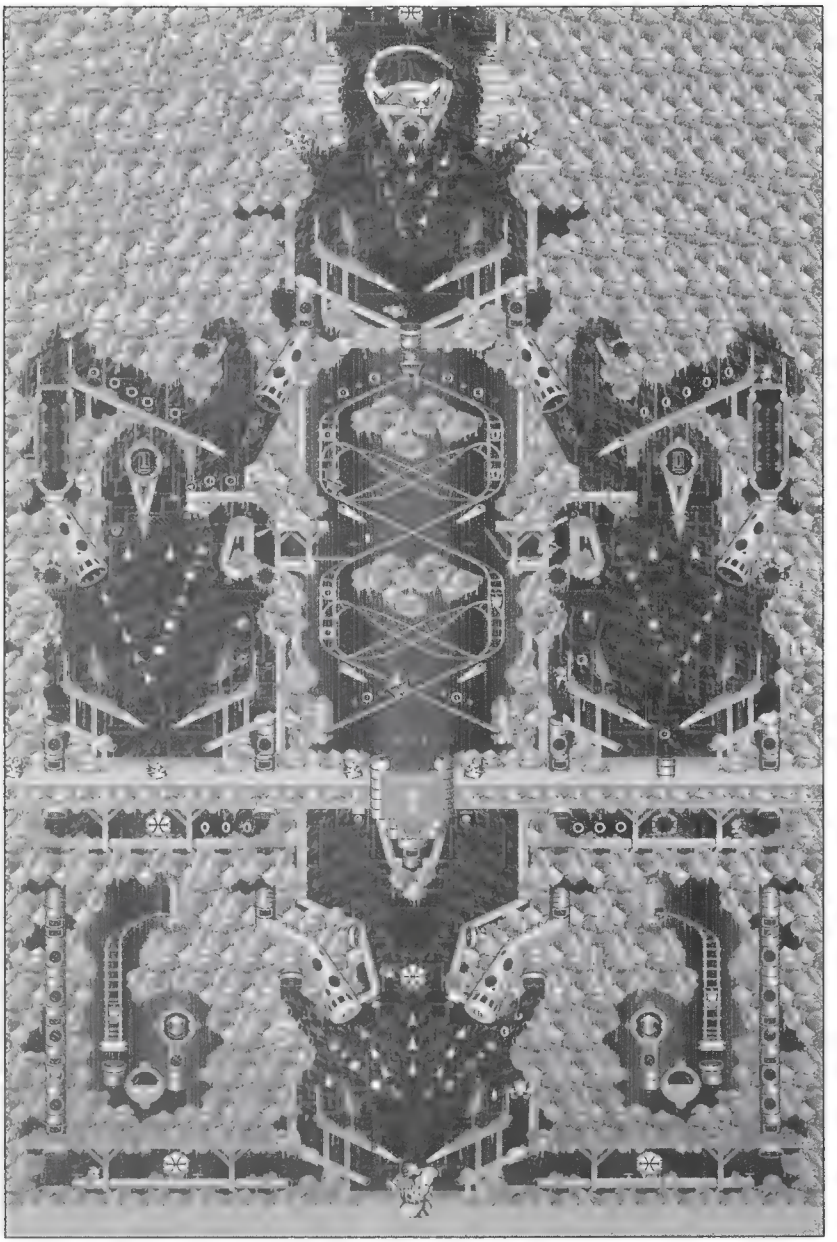
ROBOTNIK:

Start by going up toward the spot where the Chaos Emerald used to be. Bombs will start to fall from Robotnik's ship and you'll have to bounce on them. When you make it to the top grip the hook and use it to get onto the ship. The Robotnik's weakness is the dome above him and you can smash the windows with the socks for extra points. Don't let the arms and socks bother you. Just hit the trigger on the bottom of Robotnik and they'll go away.

THE SECRETS:

Collect all the rings in one level and a hidden gate will appear. Go through the gate to enter a bonus round. Use the bonus rounds to gain extra balls!





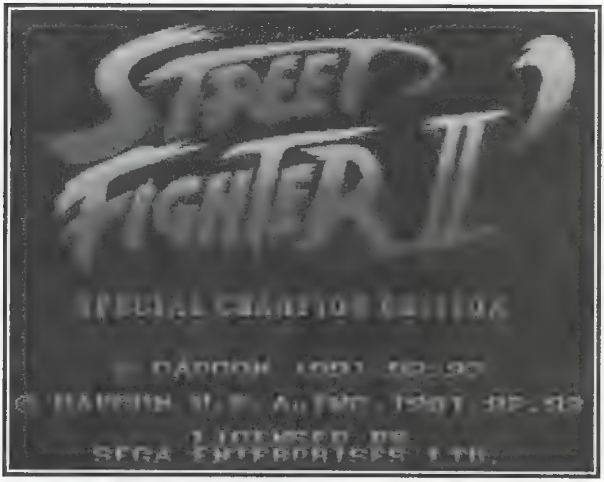
This is the first level. All the levels have a similar layout. So if you master this one, you'll easily master all of them.

CHAPTER

15

Street Fighter II

by Capcom



Game Type: Fighting
Difficulty: Hard
Players: 1 or 2
Save: Unlimited continues

WHAT'S GOING ON?

You know what's going on. This is Street Fighter II. The style and incredible diversity of characters and players has made it an all-time favorite game for millions. So, let's not waste time, all twelve characters are ready to fight at your command. The World Warriors are waiting, and they hate to wait. Think you're the best ? Well now it's time to see. Good luck!

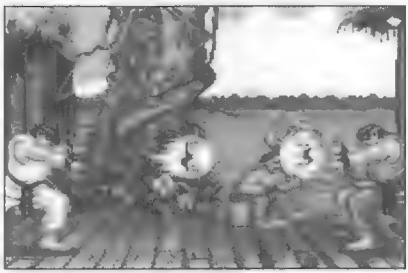
GENERAL STRATEGIES:

The "Stick and Move" technique referred to throughout this walk through is this: Attack with a couple of combos, then back off. This will cause the computer to slow down the attacks...sometimes.

RYU

vs. Ryu

When playing against Ryu you should always stay back, throw Fireballs, and wait for him to attack.

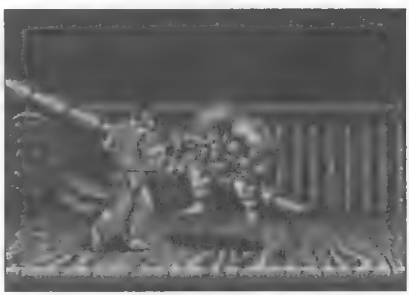


vs. E. Honda

For Honda you need to be aggressive. The best technique is the old stick and move.

vs. Blanka

When you come against Blanka you must always be ready to block. A good way to fight him is to throw your Fireballs. When he jumps over them, counter with a Dragon Punch before he can attack.

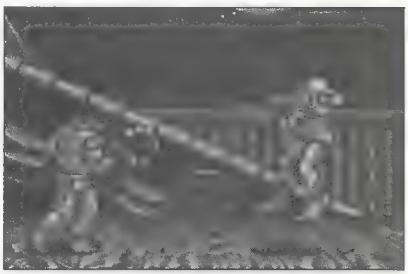


vs. Zangief

Zangief is a very strong character, so don't try to rush him. Just kick back and use the stick and move technique.

vs. Dhalsim

When you play against Dhalsim he'll be throwing his arms and legs at you. Try to move in and fight at close range. Use your Dragon Punch to hit his arms and legs.



vs. Chun Li

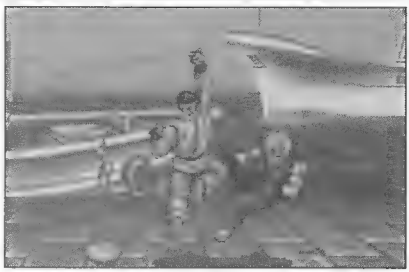
Chun Li is a very jumpy femme. To defeat her wait until she jumps over you. When she's in mid-air, try to walk under her. When she lands you'll be right behind her and ready to throw fireballs.

vs. Guile

Guile is a very difficult character. Throw Fireballs to make him jump, then react quickly with a Dragon Punch.

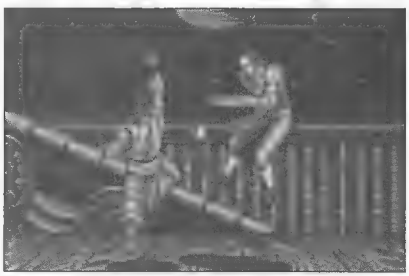
vs. Ken

When playing against Ken you've got to always be blocking. Wait for him to do a Fierce Dragon Punch, and then as he's coming down you can do an easy throw or a two hit combo.



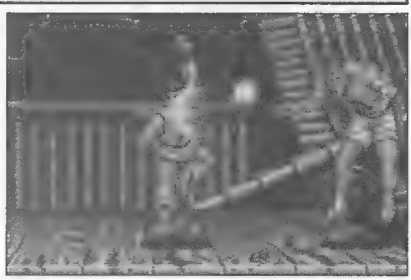
vs. Vega

Vega is very fast. Wait for him to jump at you then hit him with a Dragon Punch.



vs. Sagat

Against Sagat you should do a Weak Dragon Punch through his high Tiger Fireballs.



vs. M. Bison

Against Bison throw your Fireballs then wait for him do any of his special attacks. When he does, hit him with the ol' Dragon Punch.

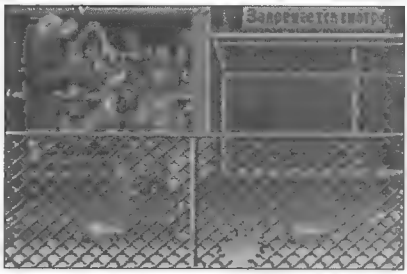
KEN

vs. Ryu

When playing Ryu it's best to stay back, throw Fireballs, and wait for him to attack first.

vs. Zangief

Ken is much faster than Zangief, so use that to your advantage. As soon as the game starts go all the way back to the corner of the screen and start jumping up and down. When he comes toward you just press Kick while in the air.



vs. E. Honda

Honda's easily coaxed. Throw a Fireball and he'll jump, then follow it up with a Dragon Punch.

vs. Dhalsim

Ken's great speed can really be used against Dhalsim. Use your Dragon Punch to hit his arms and legs and always try to keep in close.

vs. Guile

A good way to play against Guile is to use your Fireballs and wait for him to jump toward you. When he does, get him with a quick Dragon Punch.

vs. Chun Li

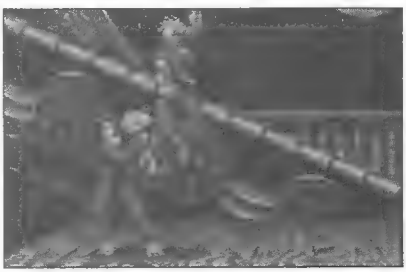
Be patient. If done right, you can beat her every time with throws. Wait for her to jump, walk under her, then turn and throw.

vs. Blanka

Blanka is really quick. Use the stick and move technique to beat him.

vs. Ken

The way to play against Ken is to block and wait for him to throw a Fierce Dragon Punch. Then when he lands, throw him.

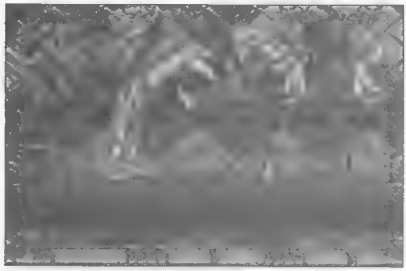


vs. Balrog

Use your Fireballs to keep Balrog back, then when he jumps slam him with a Fierce Dragon Punch.

vs. Vega

Wait for Vega to jump, then react quickly with a Dragon Punch.

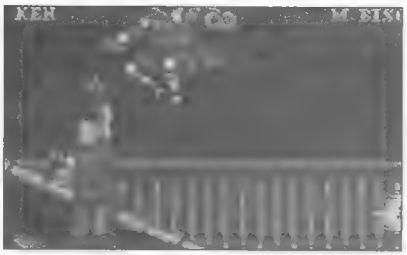


vs. Sagat

Sagat throws a lot of high Tiger Fireballs, so use Ken's fierce Dragon Punch to blast right through Sagat's attack.

vs. M. Bison

Keep Bison away with Fireballs. When he comes in close hit him with a Dragon Punch.



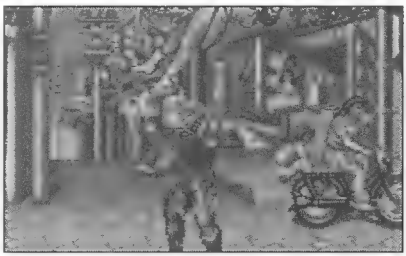
GUILE

vs. Ken

A good way to beat Ken is to make him jump over your Sonic Boom and hit him with a Flash Kick.

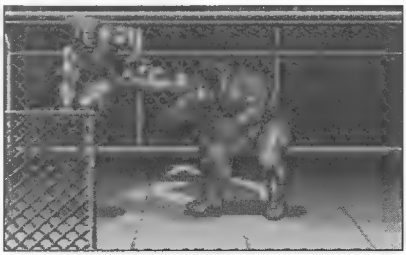
vs. Chun Li

Trap Chun Li in the corner. When she tries to jump off the wall, hit her with a Standing Fierce.



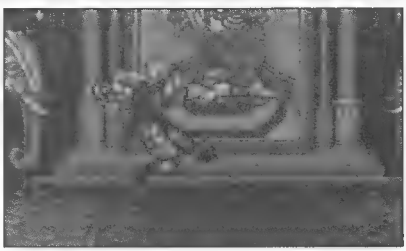
vs. Zangief

As soon as the game starts jump up and down. When he comes toward you just press the Roundhouse Kick.



vs. Dhalsim

When playing Dhalsim try to always stay in close range. He'll attack with his arms and legs, but they can be countered easily with a Flash Kick.

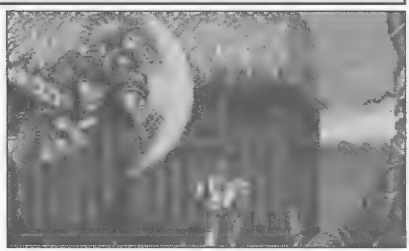


vs. Ryu

A good way to beat Ryu is to get him trapped in the corner while you throw your Sonic Booms. If he jumps, hit him with a Flash Kick.

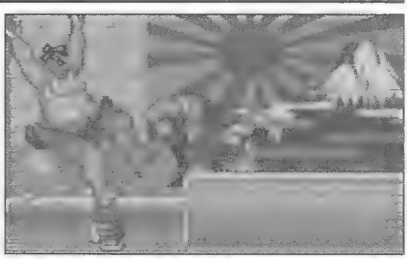
vs. Blanka

When playing Blanka blocking is the key. When he comes spinning at you jump back and do a Roundhouse Kick.



vs. E. Honda

Sweep him with your Low Strong Kick. If he jumps over your leg, simply hit him with a Flash Kick.



vs. Guile

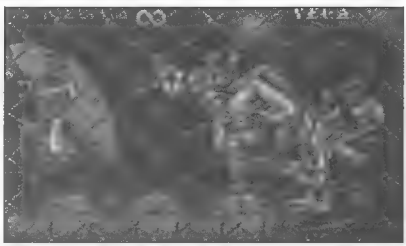
Guile is a sneaky character to play against. Throw your Sonic Booms faster than he can and wait for him to attack first.

vs. Balrog

Throw your Sonic Booms at Balrog. When he jumps over one, hit him with a Fierce Uppercut.

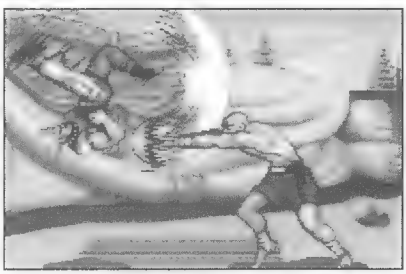
vs. Vega

Vega is easy prey for your Flash Kick. Wait for him to jump. Then use your Weak Flash Kick to knock him back.



vs. Sagat

When fighting Sagat you should wait for his high or low Tiger Fireballs, then time a quick Flash Kick.



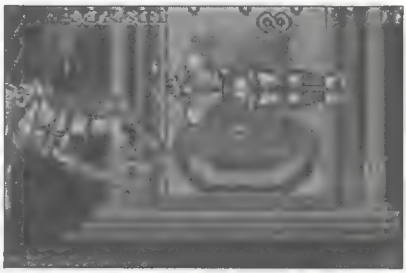
vs. M. Bison

Let Bison charge at you; just be ready to use your Flash Kick to counter any of his attacks.

DHALSIM

vs. Dhalsim

When fighting against yourself you're going to have to use a lot of disappearances, flying attacks, and Fireballs to win.



vs. Ryu

Ryu throws a lot of Fireballs. A good way to beat him is to disappear and reappear behind him when he throws his Fireball.

vs. Ken

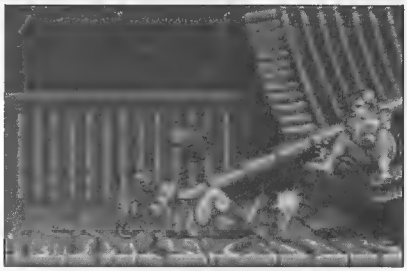
Ken will come at you with jumping kicks. Just block and wait for him to do a Fierce Dragon Punch, then attempt to throw him as soon as he lands.

vs. Guile

Against Guile stay back and throw Fireballs at him. Wait for him to attack first then use quick counter attacks.

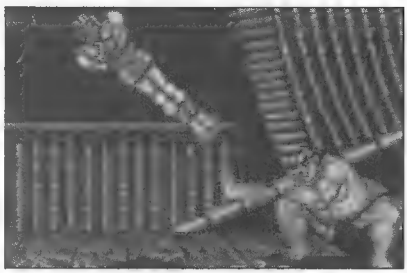
vs. Chun Li

Slide under her Fireballs then throw her when she jumps to attack you.



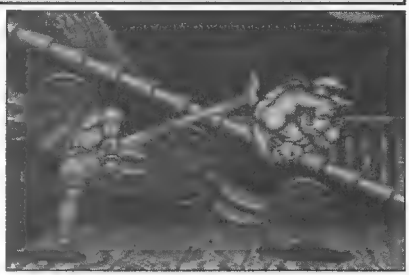
vs. E. Honda

Honda will be coming at you with his fast hands. While his hands are moving, jump up and do a Yoga Spear attack on his hands.



vs. Blanka

A good technique against Blanka is to wait for him to do a spinning attack. When he does and hits your block, nail him with a Strong Kick before he lands.



vs. Zangief

For Zangief you'll want to back into the corner of the screen and jump up and down. When he comes at you hit him with a Jumping Fierce Punch.

vs. Balrog

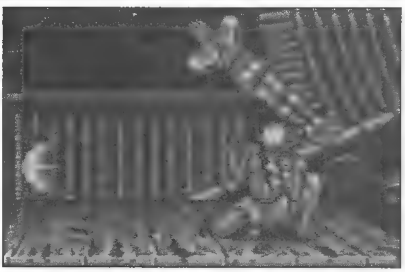
The oldest Dhalsim trick in the books still works on Balrog. Just throw your Fireballs and if he tries to jump one, hit him with a Strong Kick.

vs. Vega

Vega is probably Dhalsim's toughest opponent; do a lot of disappearing and flying attacks.

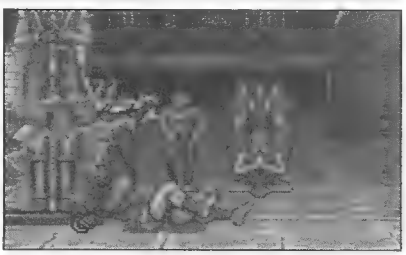
vs. Sagat

For Sagat you'll want to keep your attacks on the ground and throw a lot of Fireballs.



vs. M. Bison

When Bison attacks with his special moves, counter them with your Yoga Spear.



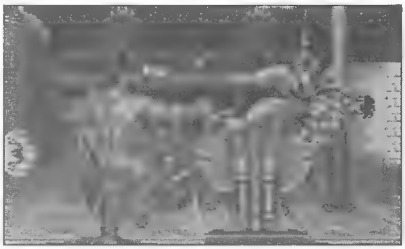
ZANGIEF

vs. Ken

Ken will walk toward you at the beginning of the game; as soon as you see him approaching, do a Spinning Pile Driver.

vs. Ryu

Wait for Ryu to throw his Fireballs, then do a Spinning Clothesline to get in close.

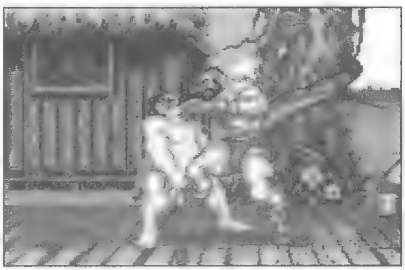


vs. Guile

When fighting Guile it's best to attack early and use your Spinning Clothesline to cancel any of his attacks.

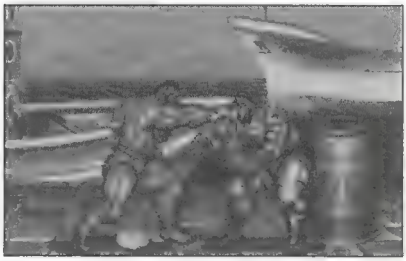
vs. Honda

If Honda rushes you - block - and don't try to fight back. Just wait for Honda to come close and suck him in with a Spinning Pile Driver.



vs. Zangief

Try to stay back from Zangief and keep your guard up. If you're up close, get him with the Spinning Pile Driver.



vs. Chun Li

When she jumps to attack, simply do your Spinning Clothesline to knock her down, then set her up for a combo.

vs. Blanka

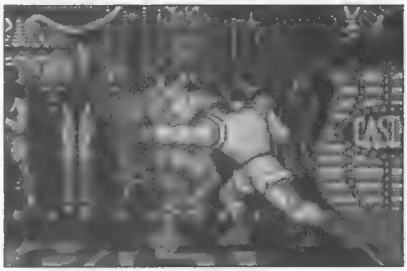
Blanka will spin at you a lot when he tries to spin toward you, do your Spinning Clothesline to counter.

vs. Dhalsim

Dhalsim is easy, just stand back and swing your arms. That way if he throws his arms or legs out, he'll get hit.

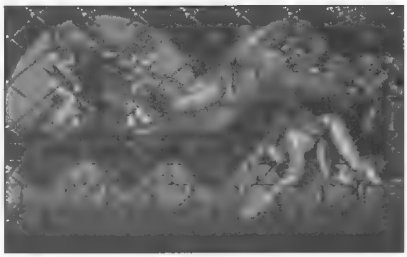
vs. Balrog

Against Balrog you must always be ready to block. When he comes rushing at you do your Spinning Clothesline.



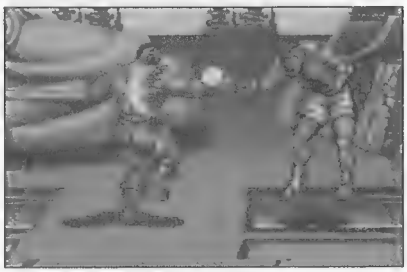
vs. Vega

To beat Vega you'll want to stay in close range and use a lot of jumping attacks. If he slides into you, counter with a Spinning Pile Driver.



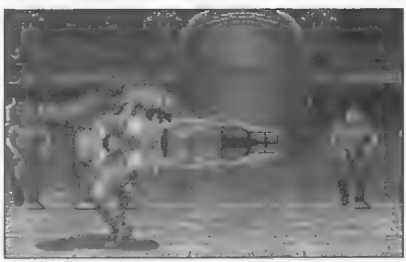
vs. Sagat

Wait for Sagat to throw a high Tiger Fireball then attack with a Spinning Clothesline.



vs. Bison

Back up to the corner and jump up and down while doing a Roundhouse. When he sees stars get him with your Spinning Piledriver.



E. HONDA

vs. Dhalsim

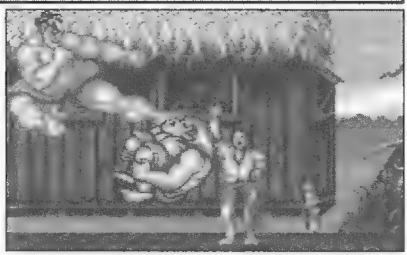
Be prepared to block Dhalsim's attacks and then try and hit him before he disappears and reappears.

vs. Zangief

Back into the corner while jumping. When he comes at you slam him with a Roundhouse Kick.

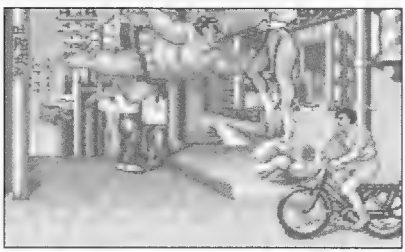
vs. Blanka

This match is tough. A good technique to use is to keep your block up and when he spins at you jump back and do a Roundhouse Kick.



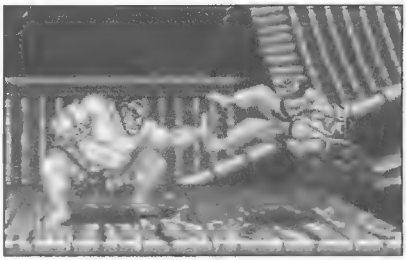
vs. Chun Li

Wait for Chun Li to jump at you and attack. Then right before she hits you do your Flying Headbutt.



vs. Ryu

Back him into a corner and use your Hundred Hand Slap to finish him off.



vs. Ken

When playing against Ken you'll need to block a lot. If he jumps toward you react quickly with a Flying Headbutt.

vs. Guile

Rush Guile early in the match and use your Sumo Air Attacks to keep him down.

vs. E. Honda

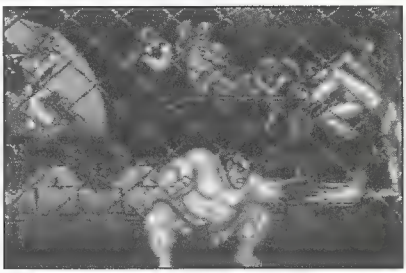
Wait for Honda to attack first, then use the Stick and Move technique to take him out.

vs. Balrog

Rush Balrog with your Hundred Hand Slap. When he jumps, hit him with a Karate Chop.

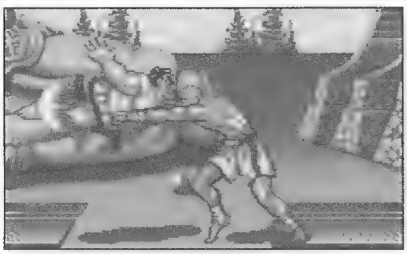
vs. Vega

Rush Vega with your Hundred Hand Slap. If he tries to jump it, do your Sumo Headbutt.



vs. Sagat

For Sagat, you have to wait for him to attack first. Then right before he throws a Tiger Fireball, hit him with a Sumo Headbutt.



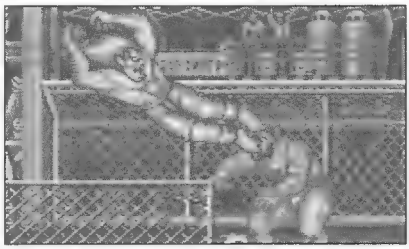
vs. M. Bison

Against Bison do a lot of jumping and Sumo Headbutts, but also be ready to block.

BLANKA

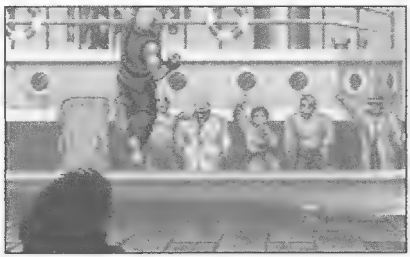
vs. Zangief

Use the same trick. Back into one of the corners and jump up and down. When he gets in close throw a Roundhouse Kick.



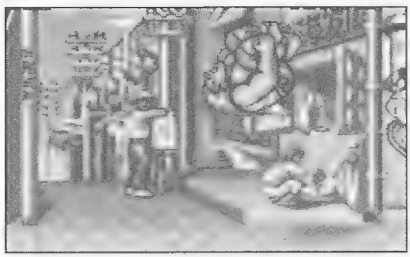
vs. Ken

Ken will try hitting you with his Fierce Dragon Punch throughout the whole round. Wait for him to throw one then start your Electricity and fry him on the way down.



vs. Chun Li

A good technique against Chun Li is to wait for her to jump off the wall. When she's in mid-air hit her with a Weak Rolling Attack.

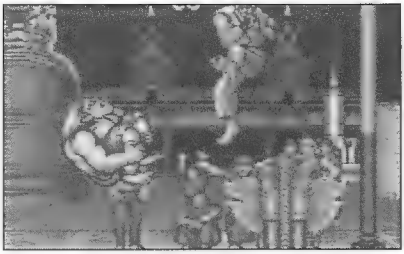


vs. Dhalsim

When you play against Dhalsim always be prepared to block. Try to hit him before he can disappear and reappear.

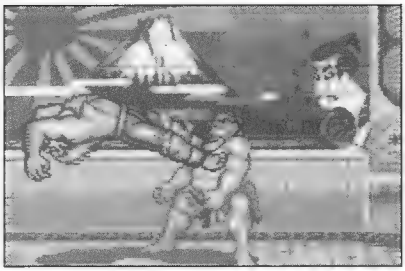
vs. Ryu

Against Ryu you need to be very alert; the best technique to use is the Stick and Move.



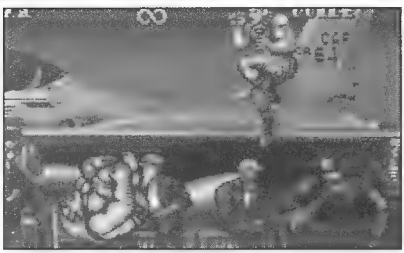
vs E. Honda

To beat Honda you should try to trap him in a corner, then attack him with your Rolling Attack.



vs. Guile

For Guile you'll also want to attack early in the round, countering his attacks with your Rolling Attack.



vs. Blanka

He'll try hitting you with a lot of jumping attacks; use your Vertical Roll to keep him away.

vs. Balrog

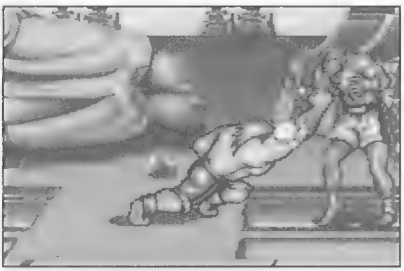
When playing against Balrog hit him with a low Fierce Punch. If he tries to jump it, use your Electricity to shock him.

vs. Vega

Don't try to rush Vega, he's to fast. Instead, block his attacks and time mid Roundhouse Jump Attacks.

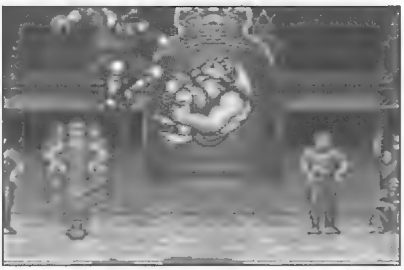
vs. Sagat

Sagat likes to throw his high Tiger Fireball. When he throws one you can hit him with a low Fierce Punch.



vs. M. Bison

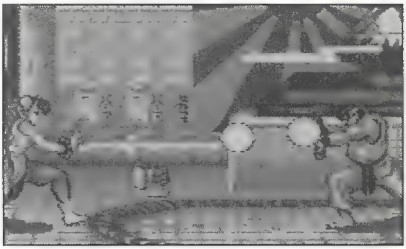
Keep yourself jumping around while kicking with your Roundhouse Kick. If he gets in close, block and then time a Vertical Roll to back him off.



CHUN LI

vs. Ryu

You'll need to be very aggressive against Ryu. Be ready to block and throw as many Fireballs at him as you can.



vs. Zangief

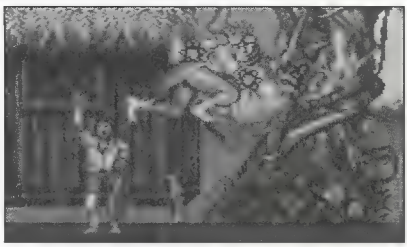
Here's a new one! Back into a corner and jump. When he comes in close kick him in the head, I guess Zangief will never learn.

vs. Ken

Both of these characters are quick. Sit back and let Ken attack. When he throws his Fierce Dragon Punch, jump up and throw him.

vs. E. Honda

Use your Fireballs to keep him back and if he gets too close, use the Stick and Move technique.



vs. Dhalsim

Use your Roundhouse kick to counter against Dhalsim's arms and legs. Since he's so slow you should be able to easily escape his attacks.

vs. Guile

Against Guile you'll want to keep your attacks on the ground and counter his Sonic Booms with your Fireballs.

vs. Blanka

When fighting against Blanka keep your guard up and block his Rolling attack. Then jump back and do a Heel Kick.

vs. Chun Li

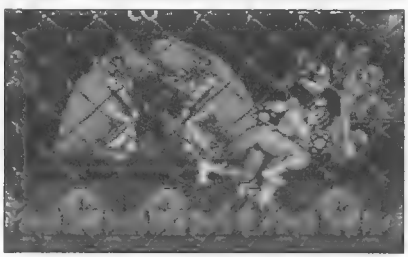
Throw your Fireball's and wait for her to jump and attack you. While she's in the air walk under her for an easy throw.

vs. Balrog

Counter Balorog's strong attacks with a Whirlwind Kick. When he's backed up, throw your Fireball's.

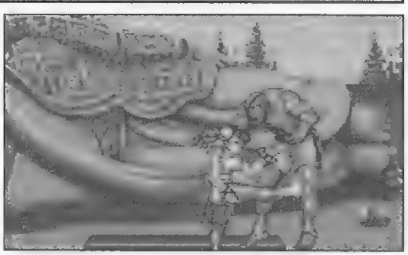
vs. Vega

Wait for Vega to jump off the wall, then attack him with a Short Kick to Whirlwind Kick combo.



vs. Sagat

Stay back and throw Fireballs. When Sagat does a Fierce Tiger Uppercut, jump and throw him into the air.



vs. M. Bison

Do a lot of jumping against M. Bison. If he jumps to attack you counter him with a Jumping Short Kick.

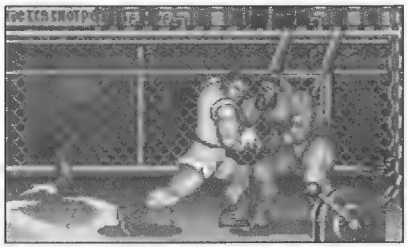
BALROG

vs. Ryu, Ken, Chun Li, Sagat, Guile, Dhalsim

Against these six characters a good technique is to wait for them to throw their Fireballs. Then right before the Fireballs hit you, use your Super Power Punch to go through the Fireball and deliver a knockout punch.

vs. Zangief, E. Honda, Balrog, Blanka

For this group stay back and let them attack first. When they do counter with Kneeling Punch attacks.



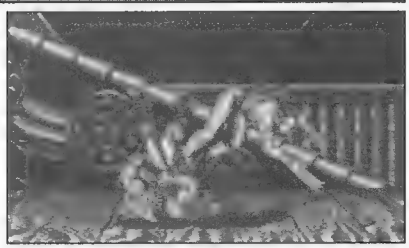
vs. Vega, M. Bison

Just wait for them to attack you with one of their special moves, then counter with a Running Uppercut.

VEGA

vs. Ryu, Ken, Guile, Chun Li, Dhalsim, Sagat

When a Fireball's thrown at you, do a Wall Leap to back break them.



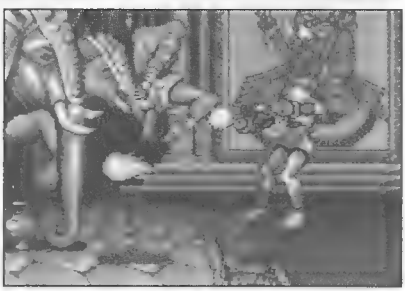
vs. Blanka, Zangief, M. Bison, E. Honda, Balrog, Vega

Against these characters use Vega's quickness to Stick and Move through out the round.

SAGAT

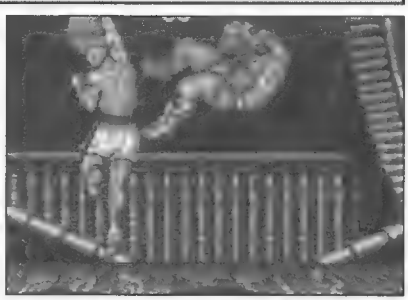
vs. Ryu, Chun Li, Ken, Dhalsim, Guile, Sagat

Stay in close range against these characters. When they throw a Fireball at you, do a Flying Tiger Knee.



vs. Zangief, Blanka, E. Honda, Balrog, M. Bison, Vega

For these characters stay back and throw high and low Tiger Fireballs. When they jump the Fireballs hit 'em with a Tiger Uppercut.



M. BISON

vs. Ryu, Ken, Chun Li, Dhalsim, Guile, Sagat

Wait for any of these characters to throw a Fireball, then counter the attack with a Head Stomp.

vs. Zangief, Blanka, E. Honda, Balrog, Vega, M. Bison

Use the Stick and Move technique to keep these guys back, then when they walk toward you use your Psycho Crusher to get a sure hit.

CHAPTER 16

TMNT

by Konami

Game Type: Action/Fighting
Difficulty: Hard
Players: 1 or 2 (competitive)
Save: Limited continues

WHAT'S GOING ON?

Well, Konami's done it again! This fighting game will give your SFII carts a rest, for the combo's are just as cool and just as deadly as good 'ol SFII. The story is pretty simple. Krang and his minions have kidnapped or should we say ratnapped Master Splinter. With the help of four of the turtle's closest friends you must defeat Krang and find Karai to save Splinter.

Get ready to kick some major shell!

GENERAL STRATEGIES;

* Don't stick to one character at first. Try out each one and then choose which one you feel most comfortable with. After you get better try a different fighter.

* To execute combo's you'll need to learn the delay time between each hit. If you come in with a flying attack use a low attack to quickly be able to throw a special attack.

* Krang's turtle clones are powerful and will use combo's you should try to use back onto them.

* If you get an enemy in stars you should attack quickly with a combo to take away maximum damage.

* Keep a watch to see which attack can counter another. Because a smart defense can almost always conquer a strong offense.

Well, here are some tips to give you an extra edge against wanna be opponents.

LEONARDO

Leonardo is one of the lucky characters that is able to do one of his special attacks while in mid-air. Learn to use his Rolling Cutter attack to avoid fireballs and move in quickly for a surprise attack.

MICHAELANGELO

Mikey is a bit tougher character to learn. The attacks he has take awhile to learn and will take practice to execute every time. His Flying Tackle attack will catch enemies off guard, especially if it's used following up a flying attack.

DONATELLO

The attacks Donatello sports are similar to those of Guile. His Roto Bo attack will deliver a serious blow when used in a combo. If you get your opponent in stars knock 'em silly with the Blur Attack.

RAPHAEL

In my opinion Rapheal is the most diverse character to choose from and like Leo, Rapheal can use one of his special attacks in mid-air. Throw a slow Sai Slash and follow it up with a strong Power Drill. Even if the other character blocks the attacks, he'll lose a good amount of energy.

CASEY JONES

Casey is a character that you'll want to learn after mastering a few other characters. Except for his Rebounder attack he has weak special attacks. After you learn how to use the Rebounder attack with ease you'll find opportunities for new combos. If a Fireball is headed your way and you just can't get the Rebounder attack out, no worry. Quickly execute a strong Stick Lariat move and you'll spin right through the attack.

APRIL O'NEIL

For being a news reporter April knows better fighting tactics than a couple of the turtles! No joke, April's quick attacks will put her challengers in stars in a blink of the eye. When up close, use her Ninja Claw attack to inch away your opponents health.

RAY FILLET

This guy can deliver some unreal combos! Here's one and it's a doosey. Throw a slow Sonic Wave then charge quickly for a strong Manta Press. Right before the Sonic Wave hits do the Manta Press. You'll fly across the screen and hit with the press, then the wave will hit. Charge down as soon as you land and after the wave hits deliver a low kick and finally a Head Butt. This will be a total of four hits with three of them being a special move. End result is a powerful and stylish combo that will make your opponent wonder what hit him.

SISYPHUS

This beetle dude is a real bug, no really he is! You can't really do combos with him. Instead, you'll need to use a stick and move attack method. When you learn good counterattacks for each opponent, you can defeat them with just being patient. Let the other guy make the initial move then attack. Believe me, it works.

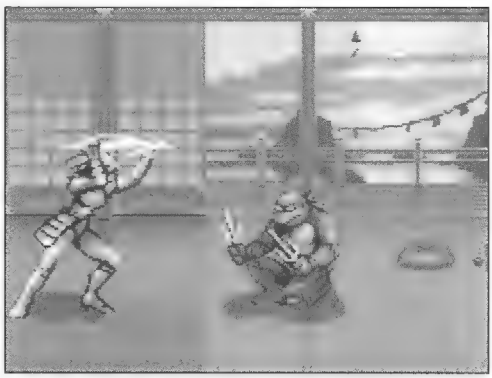
TRICERATON

After defeating the eight cloned fighters you'll be confronted by Triceraton, Knang's right hand man. This beastly fighter will attack quickly with devastating blows. Watch his pattern, if he comes charging at you be prepared to throw a counter attack or else you'll be pummeled.

KRANG'S ANDROID

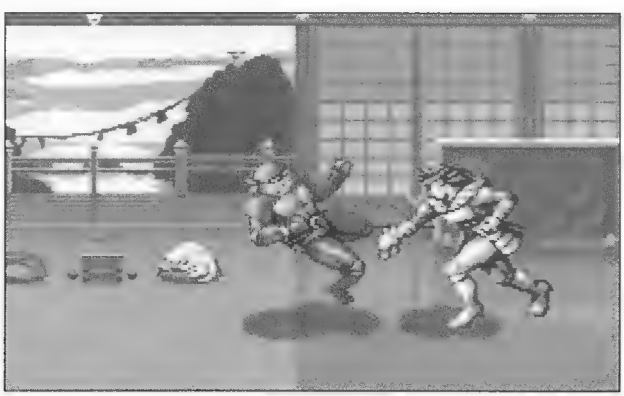
Don't let Krang's Robot scare you. Although he's big, he doesn't block attacks well. Here's a couple of quick tips that

will leave you victorious over this heap of metal. First find out what attacks will get you out of tight situations. For example, here Krang is firing a low missile attack, Rapheal counters with a quick Power Drill to avoid the missile and at the same time knocks down Krang. A second technique is to wait for him to approach and when he's close enough hit him with a low kick followed by a special attack. Any of the characters can use this second technique with practice.



KARAI CLONE

This chick likes to throw you about the screen until your dead, don't get frustrated and try to rush an attack, instead use key counterattacks to bring her to her knees. When you get her energy level low she'll attack with a fury of Lightning Shots. Time a flying attack to finally shut her down.

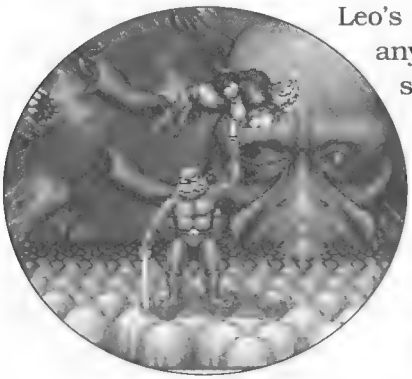


THE SECRETS

Ultra-Desperation Attack Moves

Well, Konami thought they would be slick and make you spend painstaking hours, even days trying to pull off these super secret moves. But we got 'em and now you do too! Remember, these special moves can only be executed when your health meter is flashing. At the end of each of the moves you will need to hit the C button to finally execute them.

Leonardo's Katana-kabob

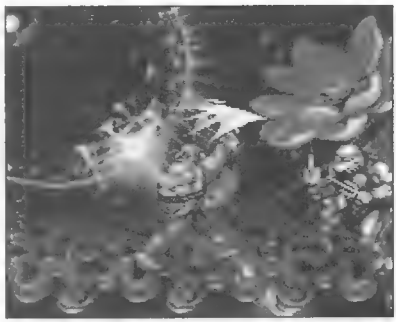


Leo's attack can be preformed from any distance, unless you are a full screen apart. To do his move tap back, then forward and roll downward in a half circle.

Donatello's Jack Hammer

This move will work from any distance and leave the other guy with a splitting headache. Just tap forward, then back and roll to the down position.

Raphael's Dance of Fury

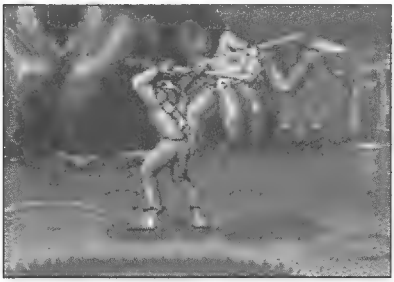


This blurring move will leave perpetrators lying on their back. From any distance tap forward, then back and roll to the down position. Now sit back and watch your challengers health bar quickly drain.

Michaelangelo's Tornado Uppercut

This super move will level anything in its way, only thing is you need to be no more than a half screen apart for it to reach. To unleash this whirlwind tap forward, then back and roll to the down position.

Casey's Stick and Check

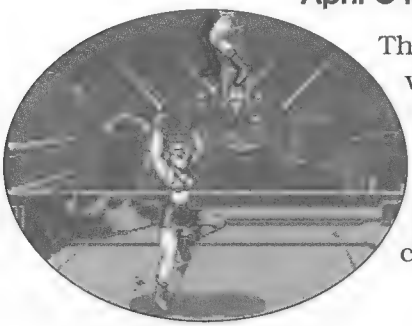


For this particular move you need to be no more than one character length away from the other guy. Then tap forward, back, forward.

Ray Fillet's Super Sonic Wave

This thing will suck half the life from the unlucky soul it hits and it can be used from any distance. Just tap back then forward and roll to the down position.

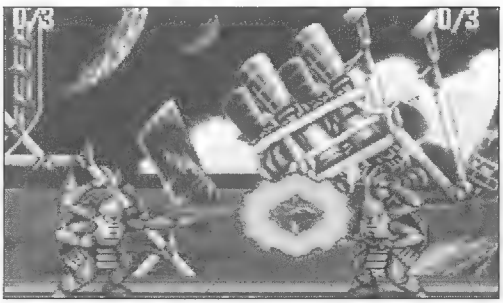
April O'Neil's Flying Knee Smash



This move requires you to be within throwing reach to execute. From the block position roll the directional pad downward in a U to the forward position in a complete half circle.

Sisyphus' Large Beetle Juice

This fly guy can excrete a super sized pulse ball that'll cause some serious damage. To do this simply tap back, then forward and roll to the down position.



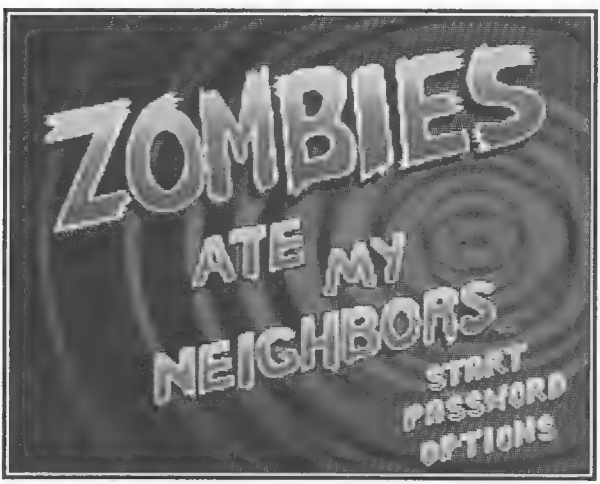
Practice each of these moves and find which ones leave your opponents dizzy afterward. With these super special moves you can overcome a possible defeat and turn it in your favor.

CHAPTER

17

Zombies Ate My Neighbors

by Konami



Game Type: Action
Difficulty: Very Hard
Players: 1 or 2 Simultaneous
Save: Passwords

WHAT'S GOING ON?

Zombies are popping up left and right! Your neighbors are turning into Werewolves and all you've got is a water pistol to stop them! You play the role of one of two different kids, Zeke or Julie, and when the game starts you've got nothing but squirt guns as your weapons. Your mission? Save the world from destruction by the undead and all their strange undead friends. Then at the end you're going to have to beat the elusive Dr. Tongue in a monster of a final battle.

To beat this game you have to rescue innocent victims and slay the enemy. There are 48 monster-packed levels, make it through, can you handle it?

GENERAL STRATEGY

* Almost everything in this game can be destroyed by the Bazooka. You can blow up: walls, bushes, trees, grocery aisles, soda machines, locked doors, and crates.
* You get bonus points for rescuing all the people on a level and for destroying lots of walls and bushes.
* If you rescue all the people on a level, the next level will have a more than normal amount of people. This makes the possibilities of you beating a level easier.
* Here's a list of the many different containers you can open: garbage can, chest, curtains, sand walls, sinks, drawers, stone mouths.
* Look behind trees and other objects for hidden items.

ENEMIES

* Zombie - This guy is on just about every level, But he's a cinch to beat if you blast him with your water gun.

* The Pod Plant - Overgrown plants that have long roots and spread their spores along the floor around them. Their weakness is the Weed Wacker.

* The Evil Dolls - These bad guys look like a certain doll from a Hollywood horror movie. To beat them use Soda Pop Cans.

* The Mushroom Men - Not much of a threat; these funguses won't be able to harm you if you're careful.

* Vampires - These unholy opponents continually nag you until you wipe them out. They're prone to attacks by the Holy Symbols and Pandora's Box.

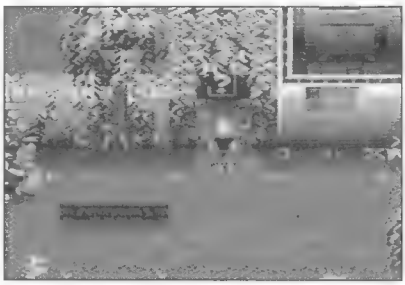
* Chainsaw Maniac - He can be serious trouble if you're not careful. His main weakness is a Bazooka shot fired at point blank.

* Mummy - The Mummy has great strength but is very vulnerable to the Holy Symbol and Bazooka.

* Fishmen - These annoying fish can be really pesky when there's only one victim on the screen. They have the annoying habit of hunting down remaining victims, so slay them quickly.

* Werewolves - The Werewolves are another pesky problem. Fortunately they have a thing about Silverware.

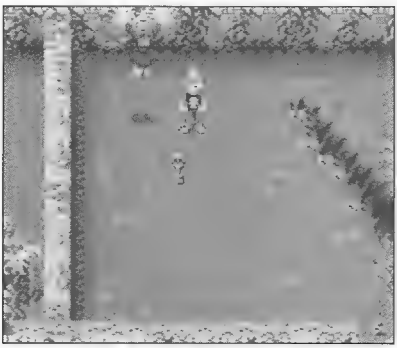
* Jelly Blobs - Just like in the old movies, these enemies are able to cover you with jelly. To defeat these gelatinous blobs use the Ice Pops and the Fire Extinguishers to freeze them.



LEVEL 1: "ZOMBIE PANIC"

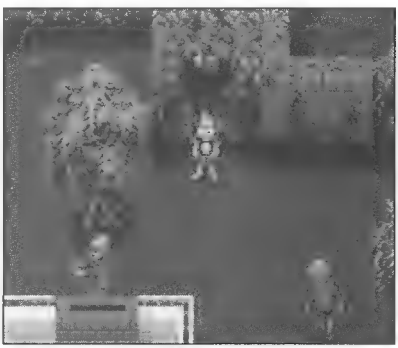
This level is easy to beat, but there's something else about it you should know. If you happen to get the Bazooka on this level go to the bush located on the top of the level and destroy the wall for a Secret Level icon. Once you have the icon you must then beat the level to reach the Bonus Level.

Bonus Level: "Day of the Tentacle"



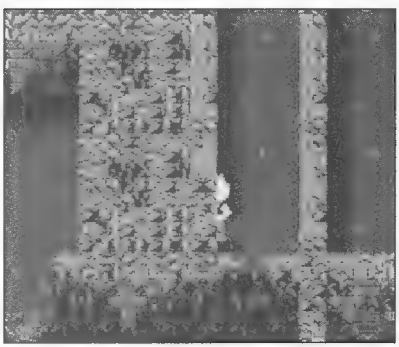
Look for a Skeleton Key in the upper left corner to help you complete this level. Also in the upper left corner you'll find an extra life.

LEVEL 2: "EVENING OF THE UNDEAD."



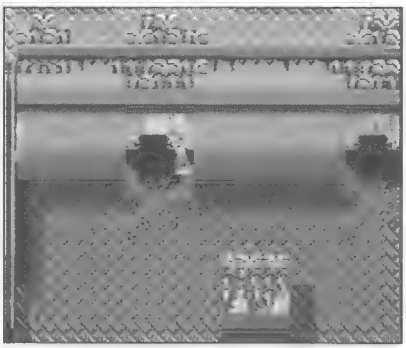
In this level there's a hidden Random Potion in a hedge to the left. There's also a box of Decoys at the top of the level.

If you get stuck here just walk through the bushes.

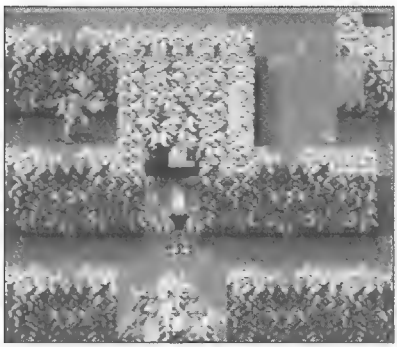


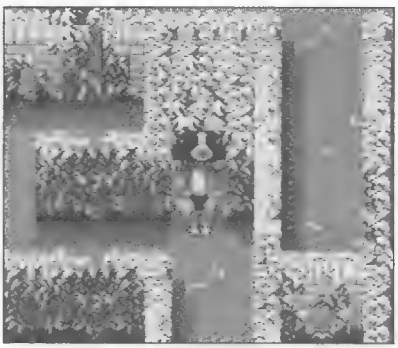
LEVEL 3: "TERROR IN AISLE FIVE"

This level has many hidden items in various locations. Like the display windows on the bottom floor.

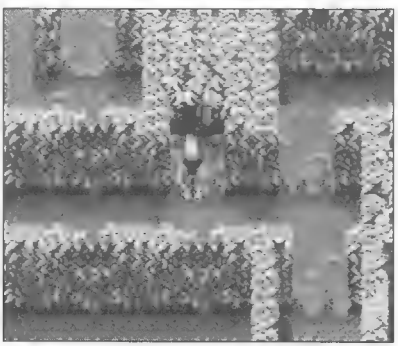


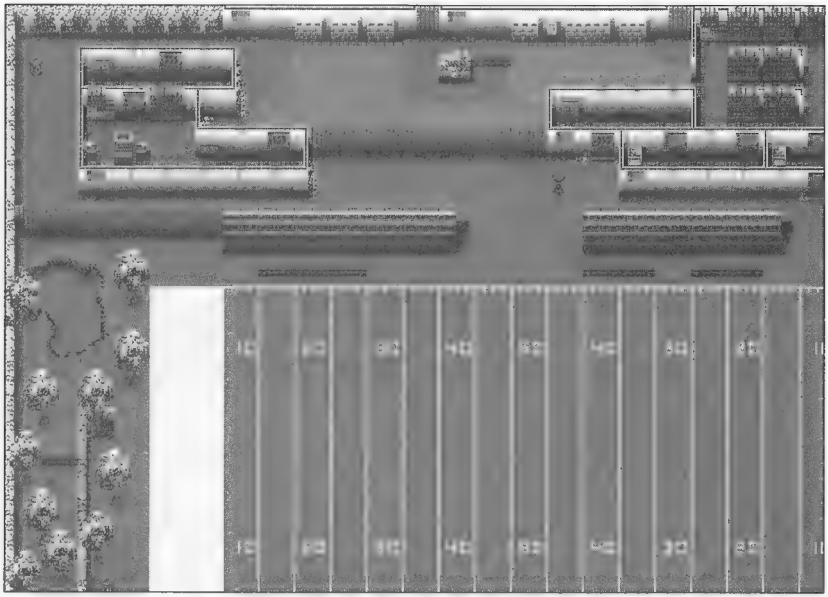
LEVEL 4: "CHAINSAW HEDGEMAZE MAYHEM"





On this level, to the north of the entry point, is a hedge that contains a First Aid Kit. There's also a Monster Potion hidden in a bush to the right of the First Aid Kit. You can find a Fire Extinguisher in a bush near the bottom of the level.

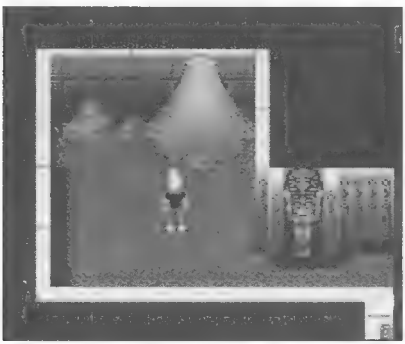


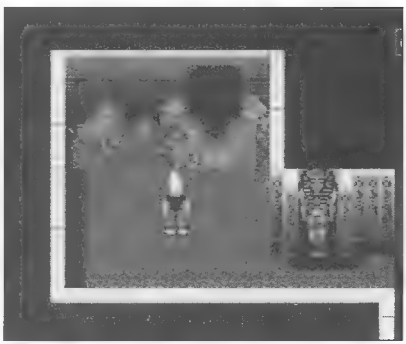


LEVEL 5: "WEIRD KIDS ON THE BLOCK"

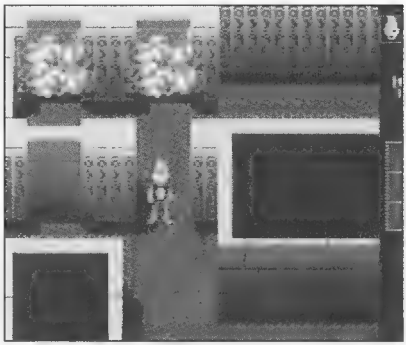
This level doesn't have any hidden items but you can collect a lot of random items under the sinks, in the dressers, and in garbage cans.

LEVEL 6: "PYRAMID OF FEAR"

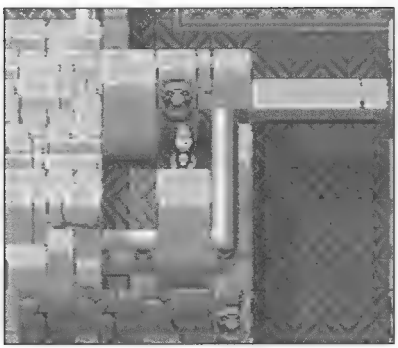


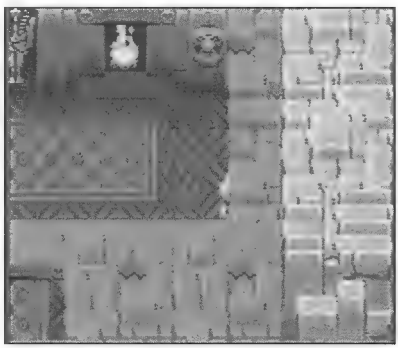


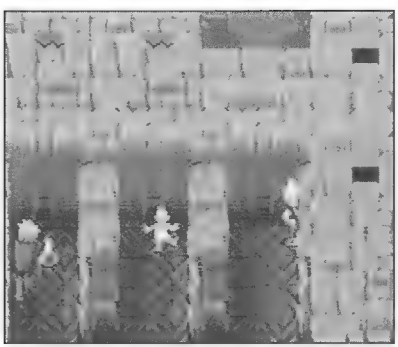
This level has many Secret Passages and items behind the sand walls.
Here's a good strategy to use on Mummies. Let them chase you in between pillars and the wall will pop up behind you and destroy the Mummy.

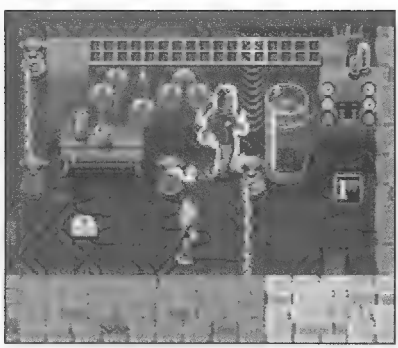


LEVEL 7: "DR. TONGUE'S CASTLE OF TERROR"

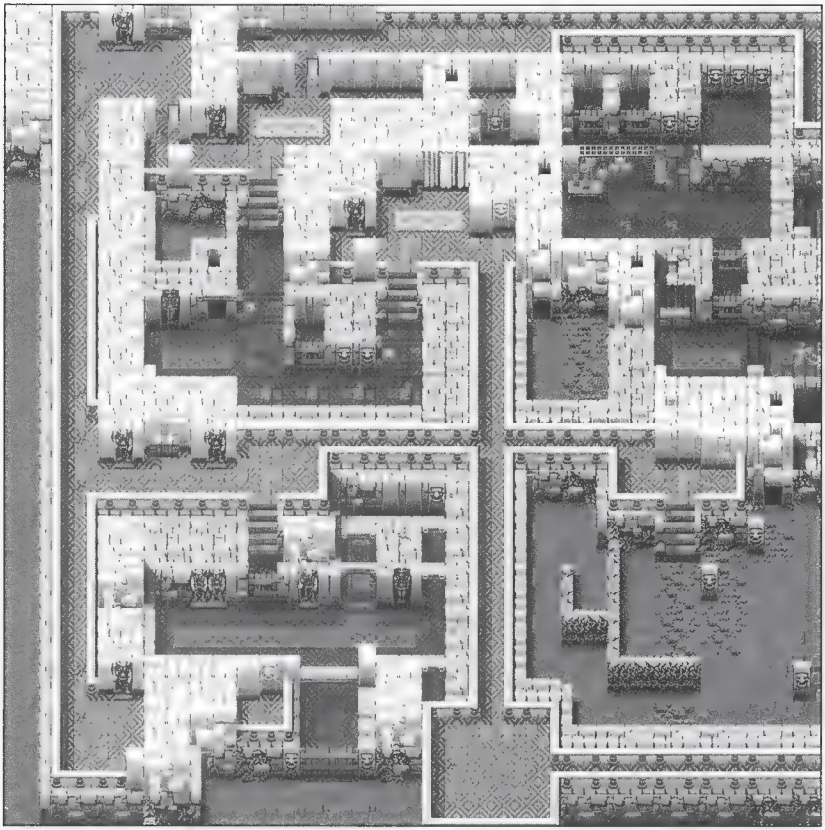




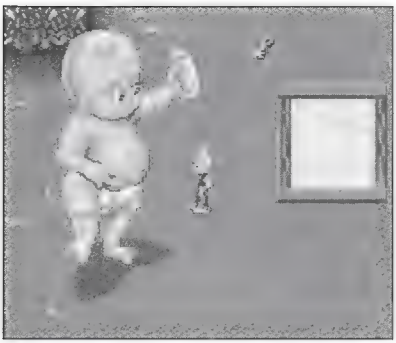


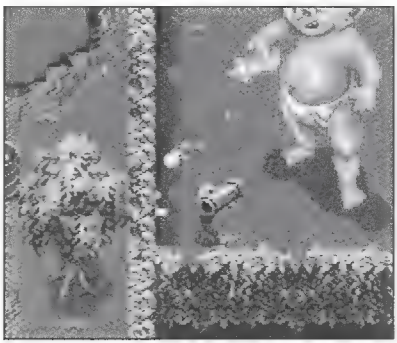


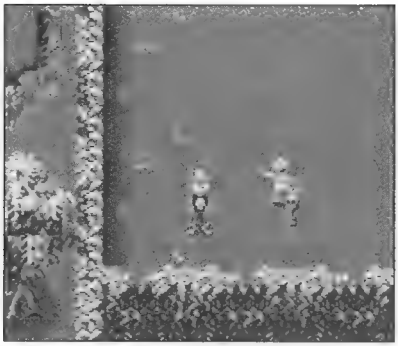
On this level there's a hidden Pandora's Box behind the pillar to the left of the entrance hall. There's a hidden Fire Extinguisher in an alcove by the fireplace; use it to put out the fire. Behind the third door is a Secret Passage that leads to Frankenstein's Laboratory.



LEVEL 8: "TITANIC TODDLER"

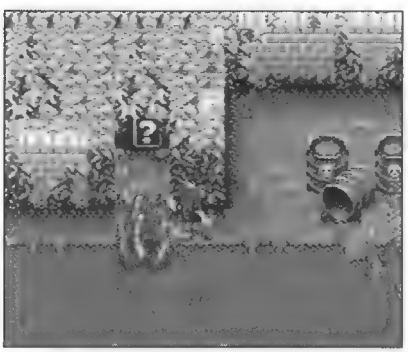






This level is home to a big, and I mean big, baby which you must overcome to pass the level. This big-little guy can be tough to beat unless you know what you're doing. To take him down to size stay in the bottom left corner and shoot diagonally toward him. This way this Gerber baby impersonator won't be able to soak you with his milk bottle and he'll stay there trying to, even as you soak him. Eventually he'll shrink down to size and give you the Skeleton Key.

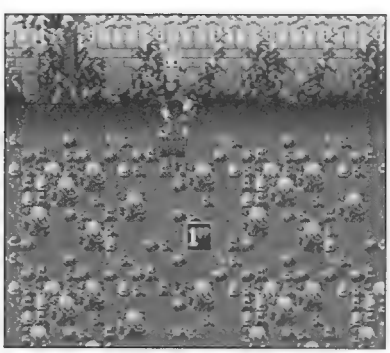
LEVEL 9: "TOXIC TERRORS"



This level has a Secret Level icon that will get you to a Bonus Level.

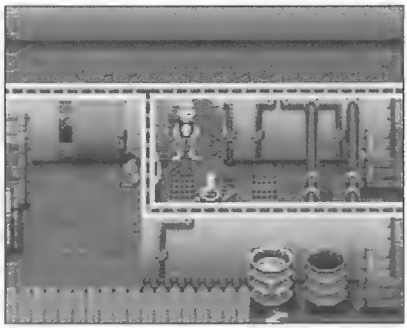
Bonus Level: "Mushroom Men"

Here you'll find a field of mushrooms at the top of the level and many Power-Up items.

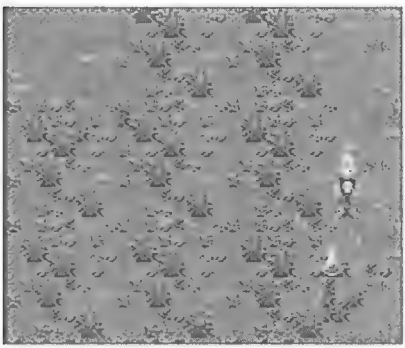


LEVEL 10: "NO ASSEMBLY REQUIRED"

There's many evil dolls here so it would be wise to have a good supply of Soda Cans. There's a Monster Potion to the top right of this area that you'll need a Bazooka to reach. Once you have it save it for the next level.

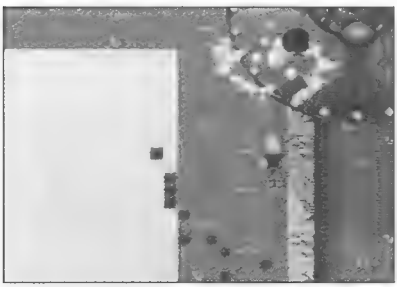


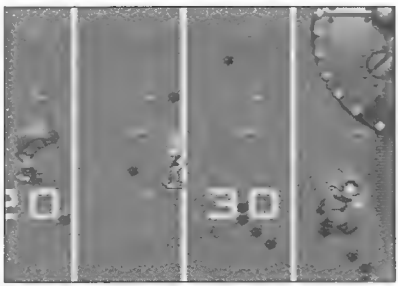
LEVEL 11: "WEEDS GONE BAD"



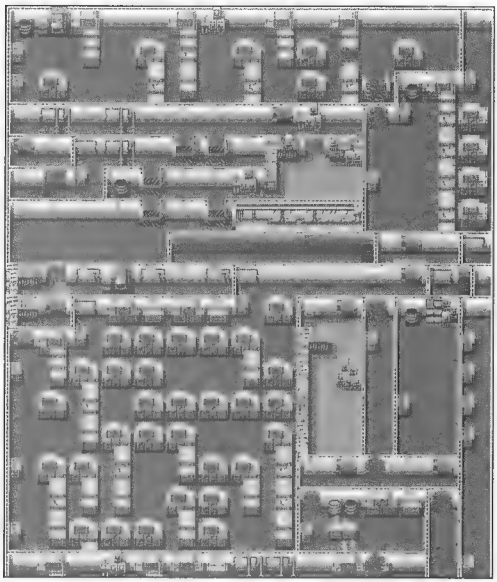
Use the Monster Potion you saved to make it over all the thorny plants on the ground. To the bottom right of this level is a Pod Plant with another Monster Potion underneath it.

LEVEL 12: "MARS NEEDS CHEERLEADERS"





There's a UFO on this level that gives you bonus points if you defeat it. The easiest way to beat this flying saucer is by first luring all the way to the right wall of the level, and nailing it with Soda Cans while it's ventilation shaft is open. This way it also won't be able to hit you. The football players on the grid iron can be stopped by throwing a Football.

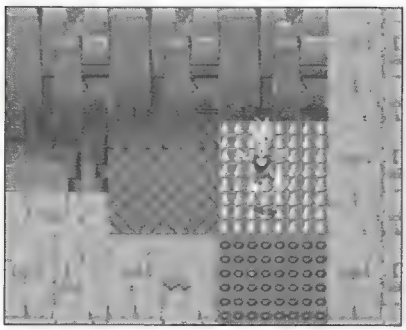


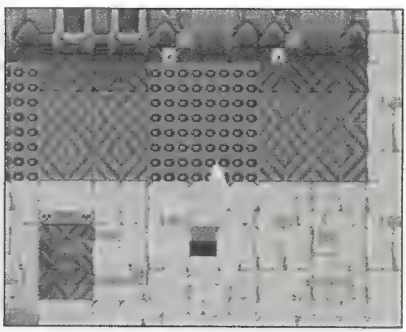
LEVEL 13: "CHOPPING MALL"

This level's not that hard, but don't miss the Ice Pops and the Ghost Kid Potion.

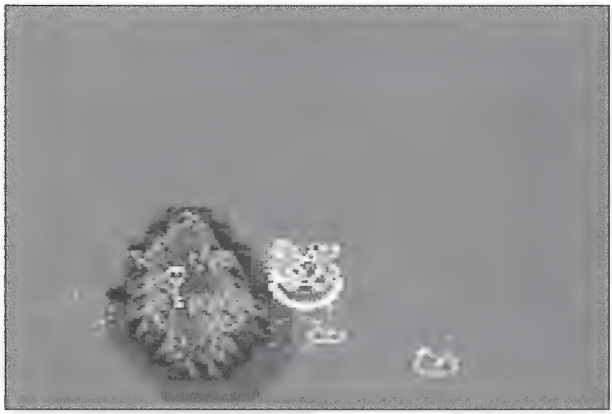
LEVEL 14: "SEVEN MEALS FOR SEVEN ZOMBIES"

Watch your timing and move carefully on this level because many floors will have spikes popping out. There's a Secret Passage below some spikes on the top of the level that leads to some Gold and a Pandora's Box.





LEVEL 15: "DINNER ON MONSTER ISLAND"



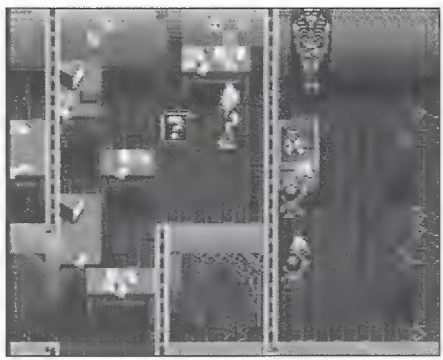
On this one you can get a lot of random items, but watch out for the Fishmen or you'll wind up as the catch of the day. There's a Skeleton Key on a little island in the lower left corner of the level.

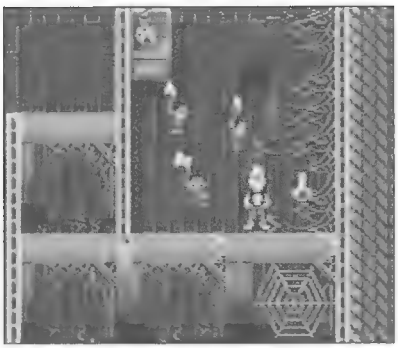
LEVEL 16: "ANTS"

This level is one long winding path. You can take shortcuts with the Bazooka by blowing up bushes or with the Trampoline by jumping the walls. But be wary of the ants; they have to be stopped with the Bubble Gun.

LEVEL 17: "OFFICE OF THE DOOMED"

The business people in this office kicked the bucket long ago and only their remains, remain. This level has a Secret Level icon in the top right area of this level.

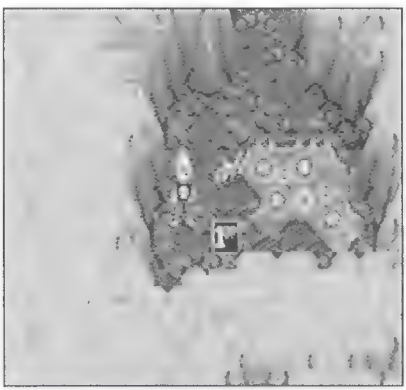




There's also a Monster Potion in the top right corner of this level. Near the top left corner is a Random Potion hidden behind a skeleton.

Bonus Level: "Someplace Very Warm"

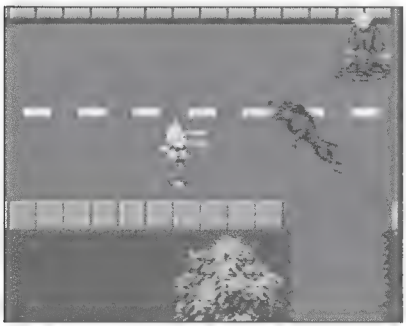
There's an Extra Man and a Weed Wacker if you're willing to get it. But be careful of the lava.



LEVEL 18: "SQUIDMEN OF THE DEEP"

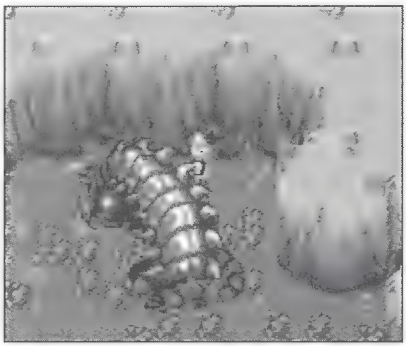
The secret to this level is to make sure the victim stays alive. Don't approach him by water; instead walk up and save him.

LEVEL 19: "NIGHTMARE ON TERROR STREET"



This level has lots of random items and keys on it. Make sure you collect all the keys. Remember, the Werewolves hate Silverware.

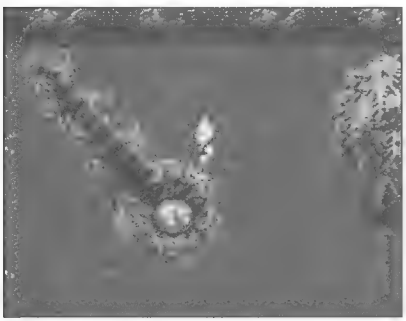
LEVEL 20: "INVASION OF THE SNAKEOIDS"



Snakeoids inhabit this level, but they aren't as hard to beat as they look. To wipe out these overgrown earthworms get above them and let them pop out of the ground and attack you. Then maneuver to a spot directly over them and shoot. This way you'll be able to hit the worm and he won't be able to hit you.

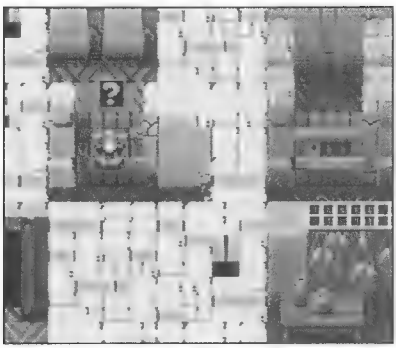
The worms have the Skeleton Keys, so you need to defeat at least two of the worms to pass the level. When you get the Skeleton Key make sure you SAVE IT for level 22.

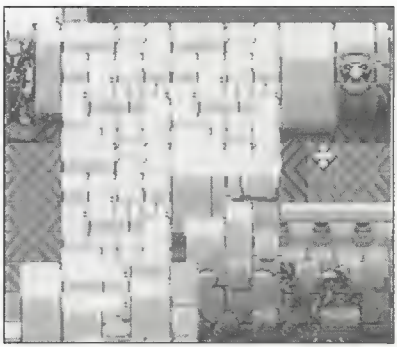
LEVEL 21: "THE DAY THE EARTH RAN AWAY"



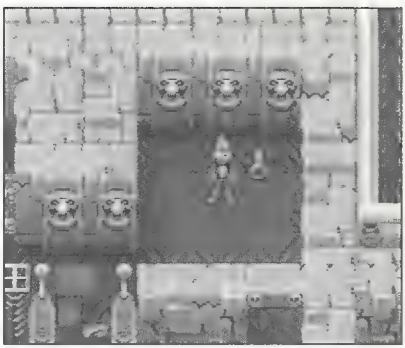
There's another UFO here, but you can defeat it the same way you did the last one. And don't miss the Bubble Gun on this level.

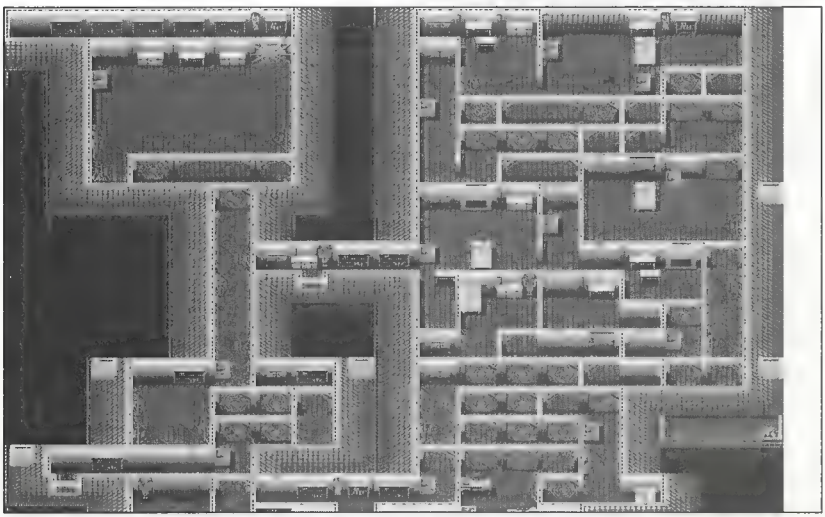
LEVEL 22: "REVENGE OF DR. TONGUE"





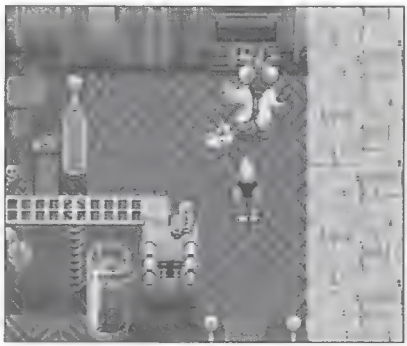
This level has a Secret Level icon that you can only reach if you have a Skeleton Key. There's also a cross that can be reached by going through a Secret Passage to its left. This level has a Frankenstein that's guarding some victims as well as a Monster Potion.



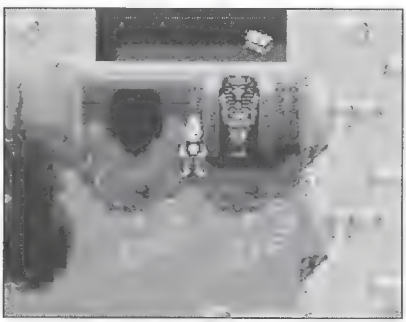


Bonus Level: "The Son of Dr. Tongue"

The gigantic toddler is back again. Defeat him the same way as before, then take the Skeleton Key he gives you for use on the Skull Door. Next are the Frankensteins. Once you beat them you'll finally see what the son of Dr. Tongue looks like.



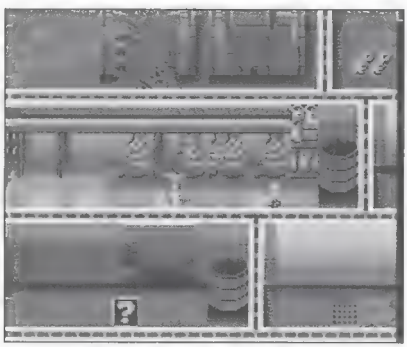
LEVEL 23: "THE CAVES OF MYSTERY"

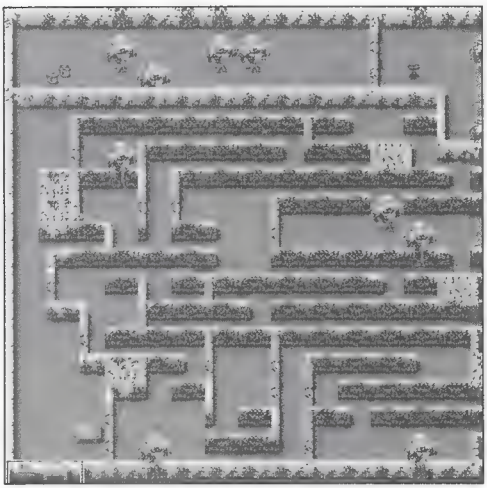


Make sure you don't miss the Pandora's Box located on the left side of the level.

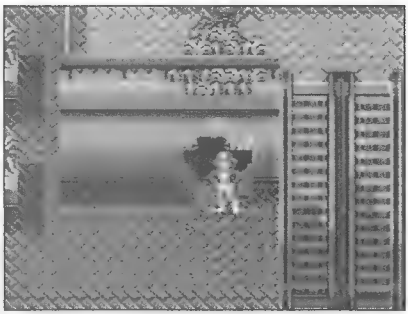
LEVEL 24: "WAREHOUSE OF THE EVIL DOLLS"

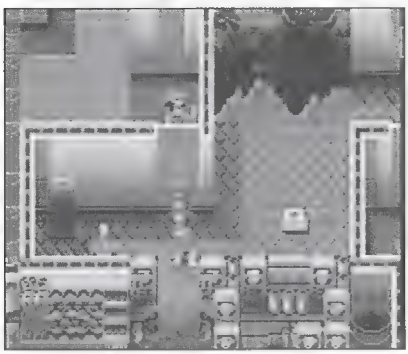
This is a tough level to beat. Don't approach the Cheerleader from above. To save the damsel, go around and under her. There's a Skull Door that has a Monster Potion and Bonus Password icon behind it (it looks the same as the Bonus Level icon).



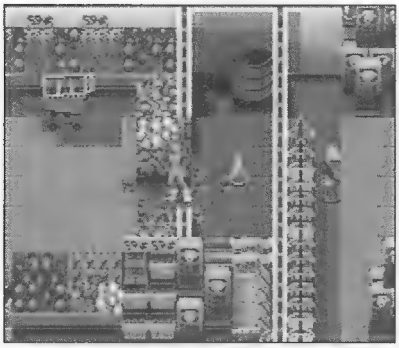


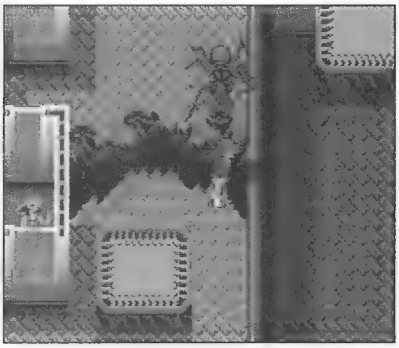
LEVEL 25: "LOOK WHO'S SHOPPING"

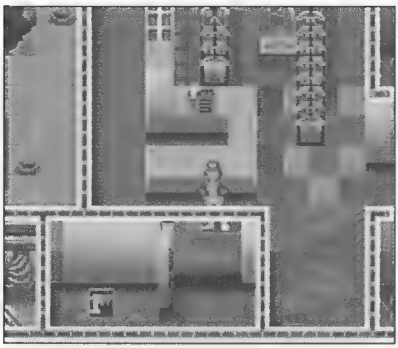




There are two potions behind both windows to the left of the escalators. There's also a gigantic toddler on this level. Defeat him like you defeated the other tikes. At the bottom of the level are two useful items: a Random Potion, and a First Aid Kit behind the grocery wall. There's also a six-pack of Sodas hidden behind a window near the right side of the level, and look for a pair of Speed Shoes on the left side of the level.







A Monster Potion is hidden in a room surrounded by walls. Destroy the produce wall to reach the potion. To reach the second Trampoline hop on the one with a girl on it and jump diagonally down and to the left. At the bottom of the level is a skull door with a 1-Up behind it. Use the key you got when you beat the giant baby to open this door.

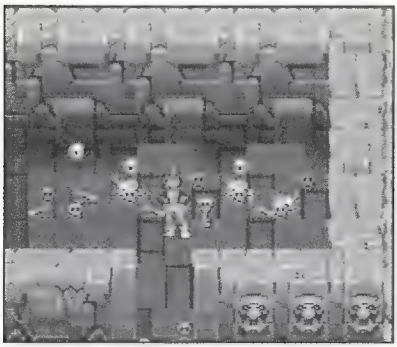
LEVEL 26: "WHERE THE RED FERN GROWLS"

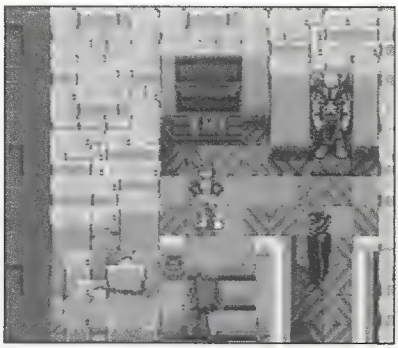
Don't stress too much here, but be careful when you walk on the thorns.

LEVEL 27: "DANCES WITH WEREWOLVES"

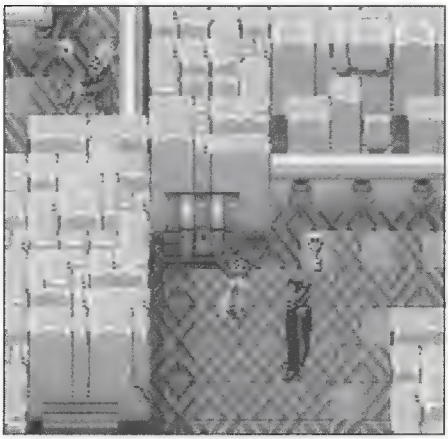
Look for the hidden 1-Up in a bush at the top of the level. Use the Silverware to chomp on the Werewolves.

LEVEL 28: "MARK OF THE VAMPIRE"





In this level there are three Skull Doors which you need Skeleton Keys to open. One of the keys is located in the top right corner of the level. The other key is located to the left of the level by a treasure chest.

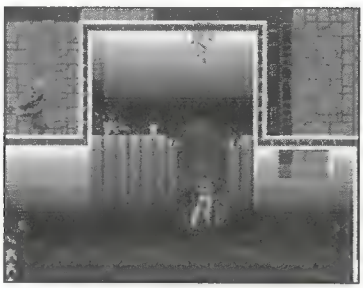


You'll also encounter a Vampire who can be troublesome. To defeat this evil creature you should use the Cross on him when he turns into his human form.

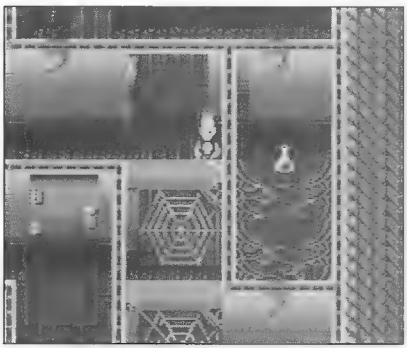
The last key is located by a chest near the top of the level. Once you open the three doors you'll find a room with another Skeleton Key which you can use to reach the last victims.

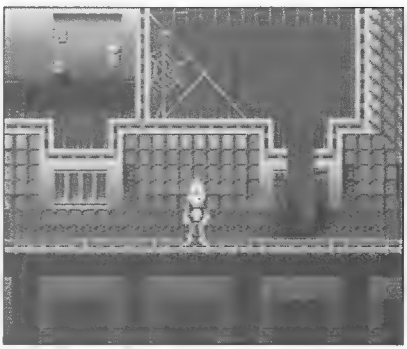
LEVEL 29: "ZOMBIE HOUSE PARTY"

Behind a fence on this level is a water gun re-fill and a Monster Potion that you can reach with a Bazooka shot. There are a lot of random items here, so don't miss them.

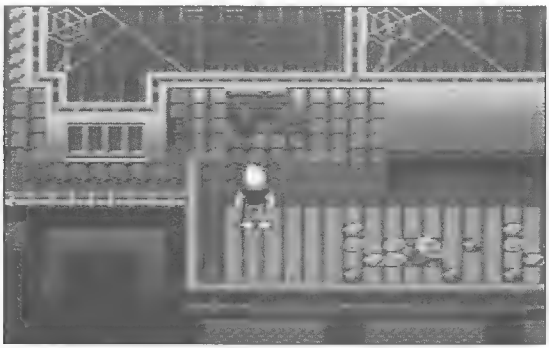


LEVEL 30: "THE HORROR OF FLOOR THIRTEEN"

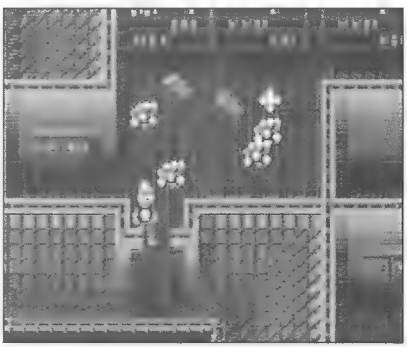




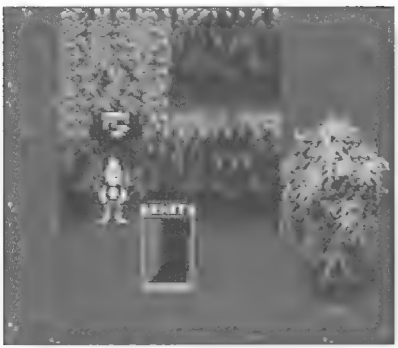
To the far right of this level is a sealed room with a Ghost Kid Potion in it. This potion is useful for running past many of the enemies on this level.

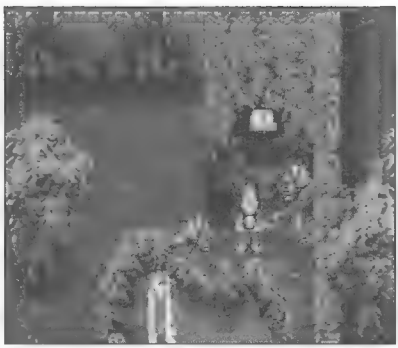


The windows on the walls can be destroyed, and you can also destroy the roofs that have holes in them. On the roof to the far left of this level is a treasure room with some money and other items.

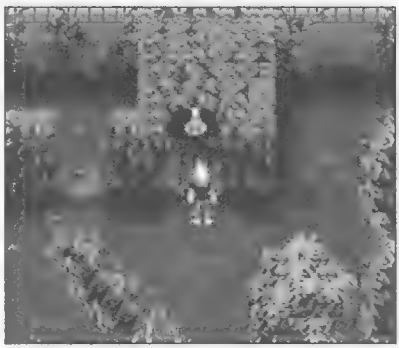


LEVEL 31: "LOOK WHO'S COMING TO DINNER"

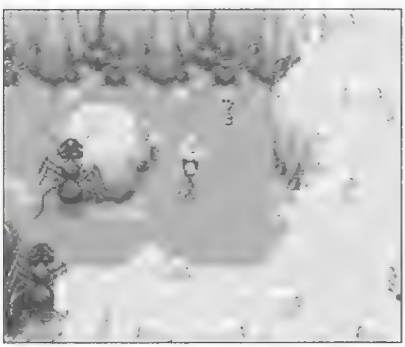




On the far left of this level is a bush that has a Bazooka hidden in it. In the top right corner is another bush that's hiding a First Aid Kit. To the left of the First Aid Kit is another bush with a Random Potion inside.



LEVEL 32: "GIANT ANT FARM"

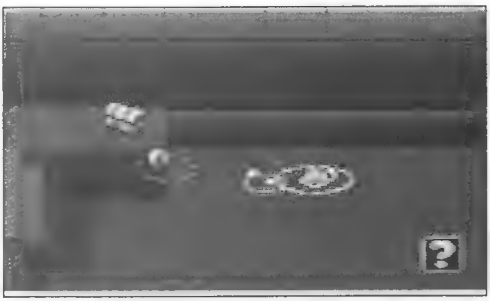


Don't miss the three Skeleton Keys because you'll need them to save the last three victims. An easy way to beat the ants is by trapping them with the Bubble Gun.

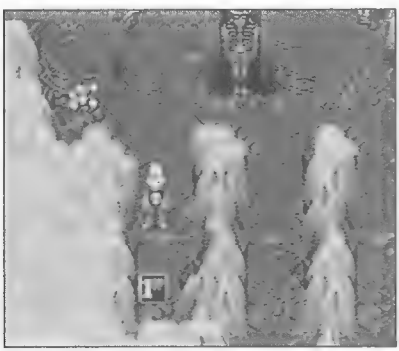
LEVEL 33: "FISH AND CRYPTS"

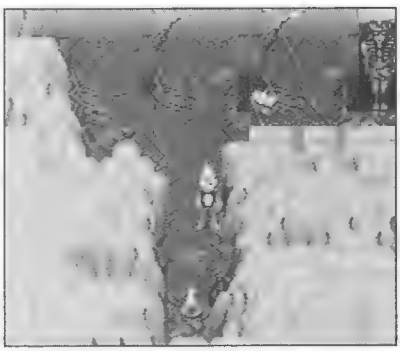
There's a Secret Level icon and a Pandora's Box at the top left corner of the level.

Make sure to save some Bazooka shots for the next level.



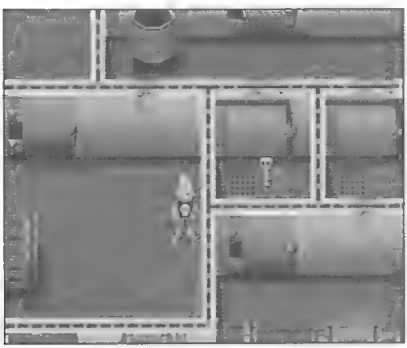
Bonus Level "Curse of the Pharaohs"





There's a 1-Up on this level that can be reached with a Bazooka shot. There's a Monster Potion that you also need a Bazooka shot to reach.

LEVEL 34: "I WAS A CHAINSAW MANIAC"



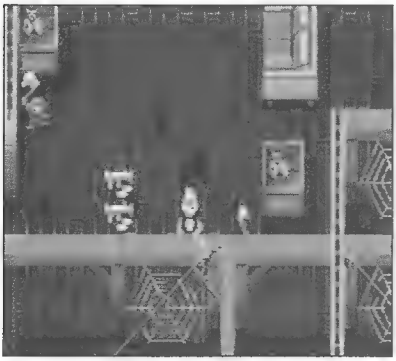
This level cannot be passed unless you find at least one of the Skeleton Keys. The first key is located in the lower left corner. The second one can be found on the right in an easily accessible area.

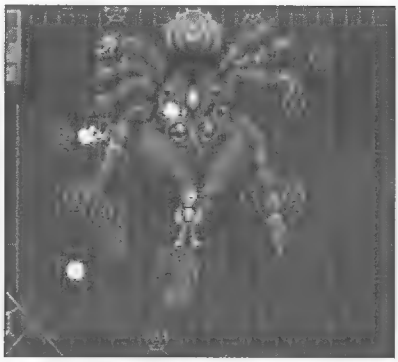
LEVEL 35: "BOARDWALK OF TERRORS"

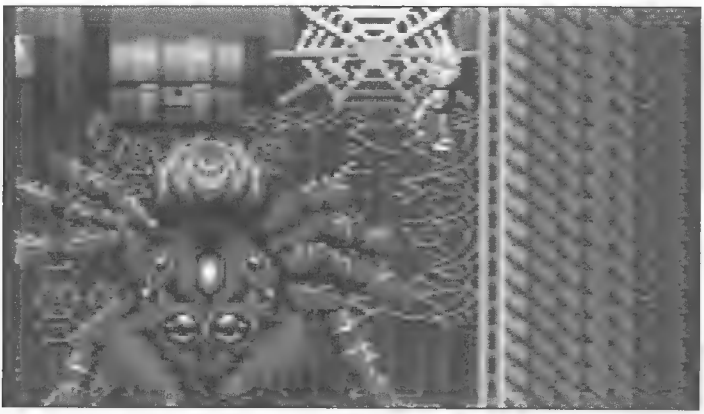
Fishmen abound everywhere on this aquatic level of terror. The victims on this level should be approached by way of the docks, otherwise the Fishmen will catch them.

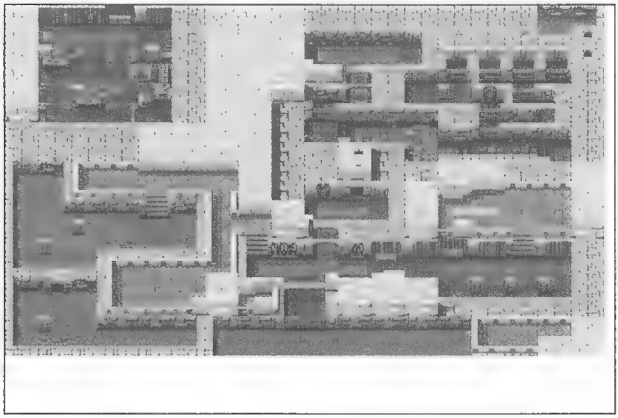
LEVEL 36: "MONSTER PHOBIA"

Evil dolls run everywhere in this mansion and don't miss the pair of Bazookas near the start. This level is also host to the Giant Spider, and here's how to beat him; go to the upper right corner and shoot diagonally down and left at the spider. This way he won't be able to hit you and his evil little spiderettes will have trouble getting to you. Use the Weed Wacker to cut down the webs on the floor.

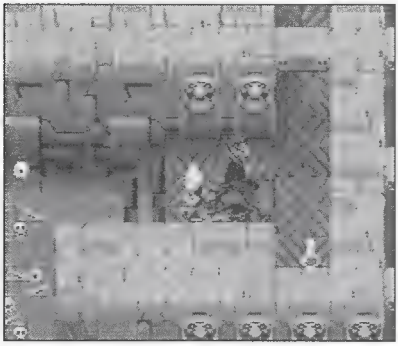


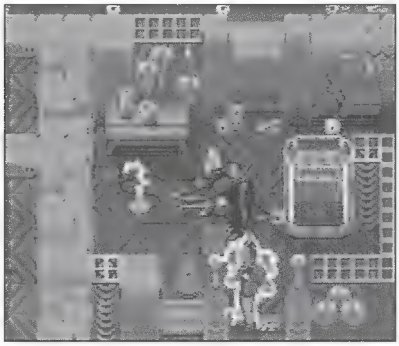






LEVEL 37: "LABYRINTH OF HORRORS"

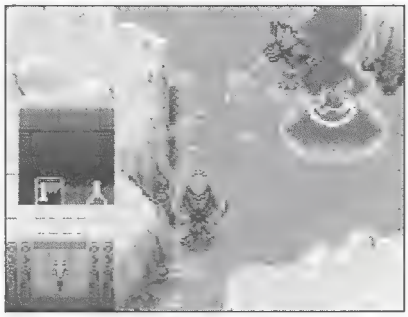




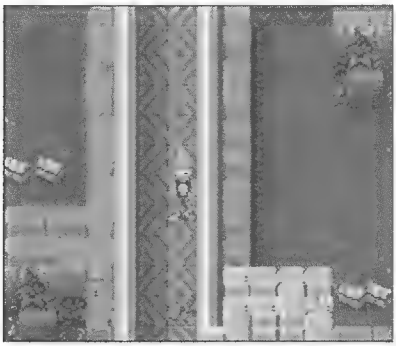
Be careful on this level because many evil creatures - including a Vampire -can be found here. You can find a Monster Potion in the lower left portion of the level. There's also a Frankenstein protecting a Random Potion.

LEVEL 38: "MONSTERS OF THE BLUE LAGOON"

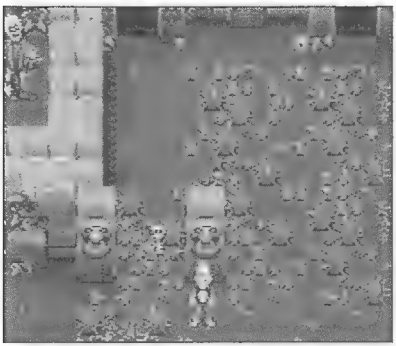
Hidden on the left side of this level is a 1-Up and a Monster Potion behind a Skull Door. Be careful when you're saving the victims on this level. A good strategy is to sink all the Fishmen before trying to save them.

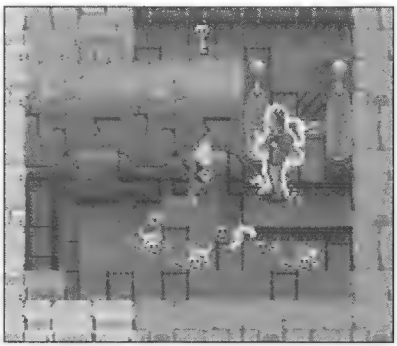


LEVEL 39: "DESTROY ALL VAMPIRES"

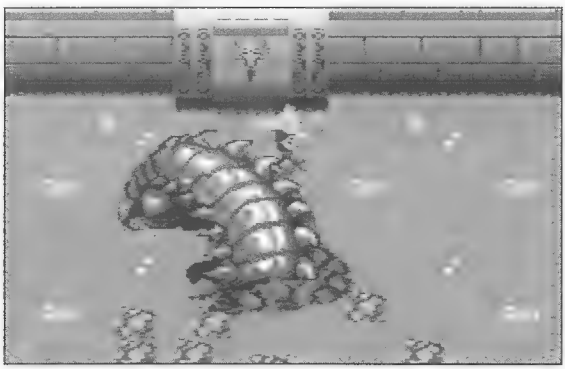


This level has many Pandora's Boxes; be sure to get them all. There's a Skull Key underneath a Pod Plant at the bottom left corner. The other Skull Key is in the top right corner, guarded by a Frankenstein. If you destroy three Vampires, you'll get a bonus.



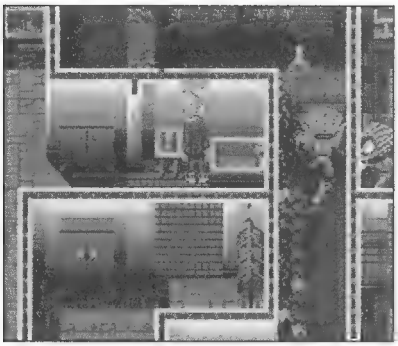


LEVEL 40: "PYRAMID OF FEAR 2"



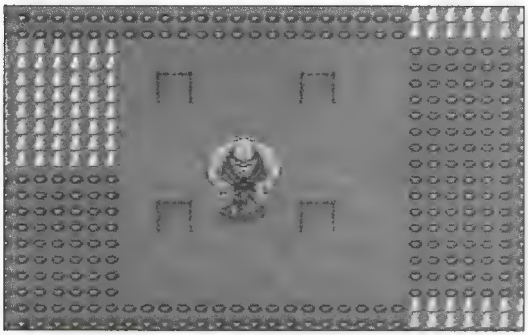
There's a worm at the beginning of this level that you have to destroy to get a Skull Key. You can also find a Skull Key inside the pyramid.

LEVEL 41: "MARTIANS GO HOME!"



You can find a Potion in the top right corner, hidden in a room accessed only by a Bazooka or Monster Potion. There's also a 1-Up hidden on the right side of the screen, and don't miss the Bubble Gun.

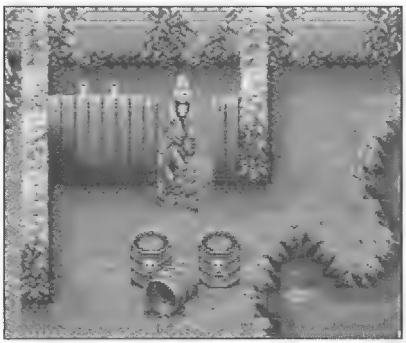
LEVEL 42: "SPIKES"



Use a Monster Potion to get past all the spikes.

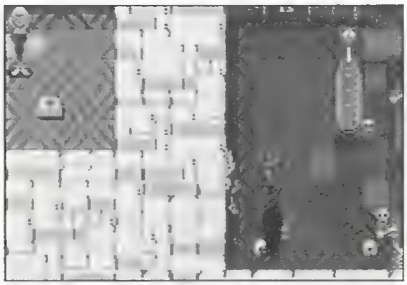
LEVEL 43: "SUPER FUND CLEAN UP SITE"

This place is a toxic dump site if there ever was one. You'll find two Ghost Kid Potions hidden behind a fence on the top of this level.



LEVEL 44: "THE CURSE OF DR. TONGUE"

Frankenstein has a lab on this level that leads to a hidden Skull Key. You'll need this key to pass the level.



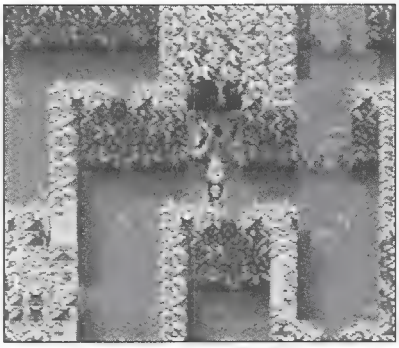
LEVEL 45: "DANGER IN PICNIC PARK"

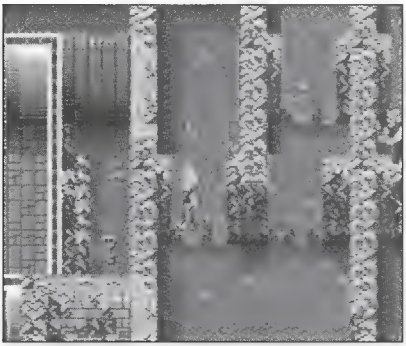
To save the victim on this level you'll need to approach from the Secret Passages. Move fast because the ants will get to him first if you don't. Go to the left and advance along toward the north where you'll eventually find the victim.

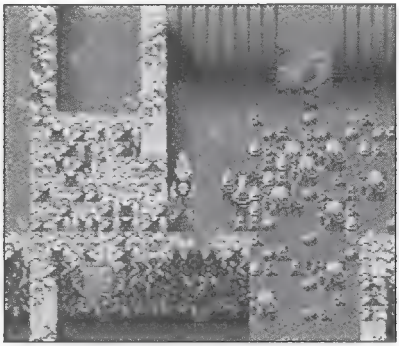
You can find a 1-Up on the right side of this level hidden in a bush. There's also a Monster Potion in a bush at the top. There's one more 1-Up in bush, at the center of the level.

LEVEL 46: "DAY OF THE CHAINSAW"

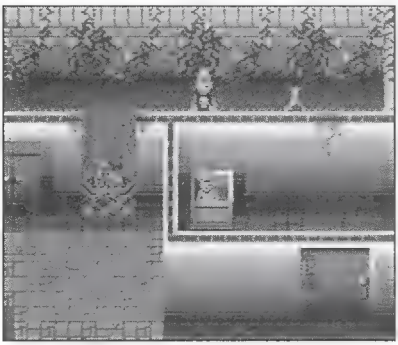
To pass this level you'll need two Skull Keys to open the doors that lead to the victim. The first key is located in a bush to the top of the level. The other key is located behind a fence on the left side of the level. There's another Monster Potion hidden below a Pod Plant at the bottom of the level.

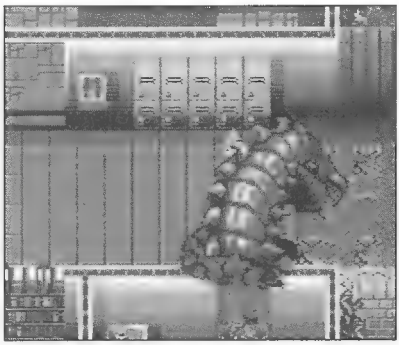






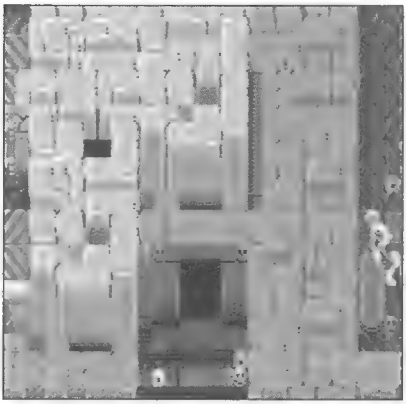
LEVEL 47: "GRID IRON TERROR"

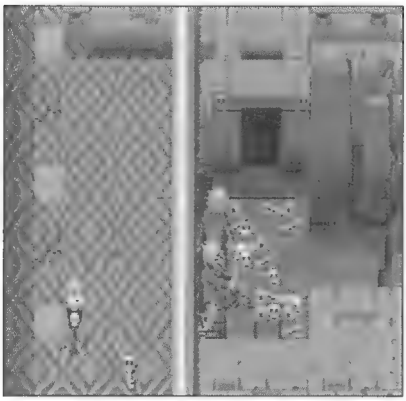




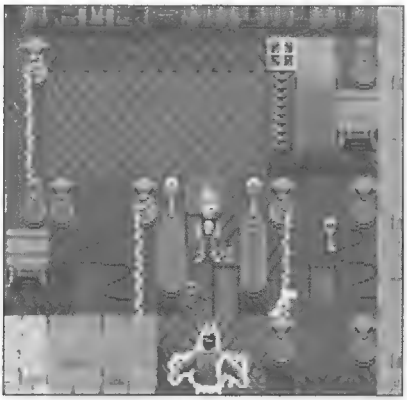
You can find a Monster Potion in the top right corner. There aren't many safe spots to kill worms on this level, except on the far right in the locker area. Be sure to kill all the worms and collect their Skull Keys.

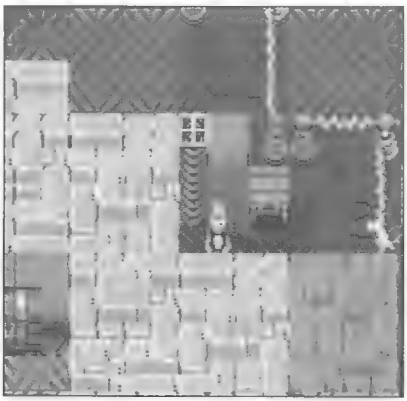
LEVEL 48: "CURSE OF THE MONSTER"

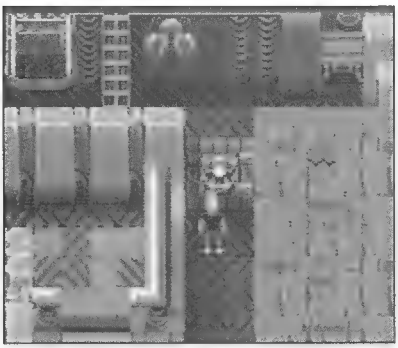


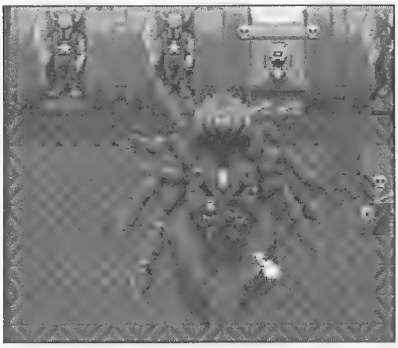


Right at the start go north and collect the Skull Key that's in the tunnel. Next get the key on the platform in the center of the level. The third key is in the lower left corner. You can find the final key in the top right corner along with a hidden 1-Up.

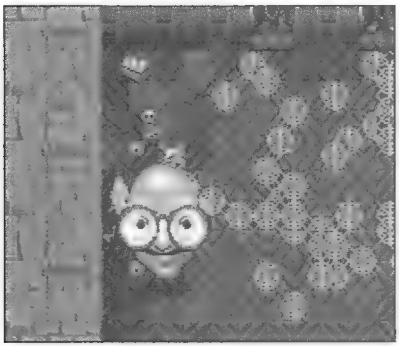


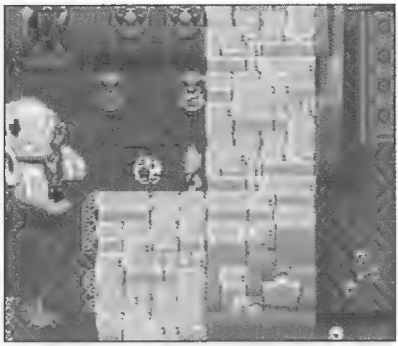






Use all four keys on the doors leading to Dr. Tongue's lair. When you finally confront Dr. Tongue he'll take the form or a spider. Use the same tactic you used on the other spider to beat him.





Dr. Tounge's second form is a big head. To beat this overgrown appendage stay in the top right corner and shoot to the left. Good luck!

Credit Level: "Monsters Among Us"

This is a glimpse of a Secret Level you can reach only by beating the game.

PASSWORDS:

If you're still having trouble beating some of the levels here are the passwords to all the continue points.

Level 5 - VYZV
Level 9 - GBRS
Level 13 - LCFJ
Level 17 - BMLK
Level 21 - VQBB
Level 25 - QLNKBonus Password - RLNW
Level 29 - LNKX
Level 33 - SDHM
Level 37 - BKVR
Level 41 - BZPM
Level 45 - VNYQ Bonus Password - BNYZ
Credit Level - QSDZ
Secret Level "Day of the Tentacle" - BCDF

CHAPTER 18

Sega Genesis Short Tips

BUBSY

by Accolade

Chapter 01	JSSCTS
Chapter 02	CKBGMM
Chapter 03	SCTWMN
Chapter 04	MKBRLN
Chapter 05	LBLNRD
Chapter 06	JMDKRK
Chapter 07	STGRTN
Chapter 08	SBBSHC
Chapter 09	DBKRRB
Chapter 10	MSFCTS
Chapter 11	KMGRBS
Chapter 12	SLJMBG
Chapter 13	TGRTVN
Chapter 14	CCLDSL
Chapter 15	BTCLMB
Chapter 16	STCJDH

COOL SPOT

by Virgin

Level Skip

Pause the game, then press A, B, A, C, B, A, C, A, B, C, A, C.

If you input the code correctly you'll automatically see the "Level Completed" screen. Then it's off to the next level.

CYBORG JUSTICE

by Sega

Secret Option Menu

During the game press Pause. Now you'll have to press these buttons really quick, C, B, B, C, ,C, A, C, B. If you're quick enough you'll see a new Option Menu appear on screen.

F- 15 STRIKE EAGLE II

by MicroProse

Special Options

Get into the Options Menu and pick "See Credits". At the credit screen press Up, Left, Down, Right, Up, Right, Down, Left, Up.

Input the directions correctly and you'll hear a tone. Now start the game. You should find a new option called " Re-Supply". Use it to re-supply all your fuel, weapons, and decoys.

THE FLINTSTONES

by Taito

Level Select

At the title screen, simultaneously press buttons A, B, C and Left. Hold these buttons down and then press Start. Now use the directional pad to choose the level you want to start at.

JUNGLE STRIKE

by Electronic Arts

Super Passwords

Start any campaign with ten lives and all of the copilots rescued.

Campaign 2
R X V W T 7 4 S 6 K 8

Campaign 3
9 W T 7 N L 6 M H B V

Campaign 4
X 7 N L 4 S H P G 9 4

Campaign 5
V L 4 S 6 M G C Z V H

Campaign 6
W S 6 M H P Z J F T Z

Campaign 7
T M H P G C F D Y N 3

Campaign 8
7 P G C Z J Y K 3 4 X

Campaign 9
N C Z J F D 3 B R 6 7

MUTANT LEAGUE FOOTBALL

by EA Sports

Passwords

Here are the codes to the Mutant League Bowl.

Darkstar Dragons	F M K 3 X Y S L 1 Q
Deathskin Razors	1 C K 1 1 1 1 1 1 H
Icebay Bashers	2 C K 1 1 1 1 1 1 D
Killer Konvicts	H G K 1 1 1 1 1 1 J
Midway Monsters	3 C K 1 1 1 1 1 1 F
Misfit Demons	J H 1 1 1 1 1 1 G
Psycho Slashers	G M K 1 1 1 1 1 1 D
Rad Rockers	5 C K 1 1 1 1 1 1 M
Road Warriors	B D K 1 1 1 1 1 1 J

Screaming Evils	K L K 1 1 1 1 1 1 L
Sixty Whiners	C B K 1 1 1 1 1 1 J
Slaycity Slayers	L J K 1 1 1 1 1 1 M
Terminator Trolz	M L K 1 1 1 1 1 1 J
Turbo Techies	N M K 1 1 1 1 1 1 Q
Vile Vulgars	4 C K 1 1 1 1 1 1 L
War Slammers	D C K 1 1 1 1 1 1 2

OUT RUN 2019

by Sega

Stage Select

At the title screen, simultaneously press and hold buttons A, B, and C, then press Start. You should then get the "Stage Select" option.

ROAD RASH II

By Electronic Arts

To start the game with any bike. Begin the game and go to the Options Screen. Choose Set Player Mode, then select Mano A Mano at any level. Now go to the Bike Shop. Choose any bike and return to the Options Screen. Chose Set Player Mode again, then choose the type of game you want to play. Select Take Turns and copy the Password.

Then begin your game and you should have the bike that you chose.

SPLATTERHOUSE 3

by Namco

Check out any stage you want with these passwords.

Stage 2	REISOR
Stage 3	ETLBUD
Stage 4	TEKROH
Stage 5	ELPOEB
Stage 6	LILITH
Stage X	GOFMTS

TINY TOONS ADVENTURES BUSTER'S HIDDEN TREASURES

by Konami

Passwords

Dizzy Devil	B YBG LDDL LDBD DLDD LDTG
Calamity Coyote	GRBB TLLD LLBB MILL DLPD
Plucky Duck	XHBQ HZGL LDBQ HZDD LLGM
Fight Toxic Revenger	GJBQ HZZG LLBX HZZL DDMR
Fight Pirate Ship	QJBW HZZB DLBW HZZK LLMG
Hamton	KTBQ HZZQ WGBQ HZZQ QDVR
End	PDBW HZZQ ZKBQ HZZW ZGJN

TYRANTS

by Virgin

Hidden Game!

No jivin', there's a version of the old arcade game Sinistar hidden inside this game.

Get into the Options Screen, then choose Load/Save. Next enter "JOOLS" as your password.

Here's the info. on this game.

The "B" button shoots enemies.

Shoot the asteroids to mine the bombs.

Use the bombs to destroy the giant head.

The "C" button fires the bombs.

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